Star Captain's Manual

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INTRODUCTION

A Tall Ship And A Star To Steer Her By

- *The tiny fighter dives into the space between the two Imperium warships, hugging close to the surface as it zips between the massive blaster turrets. The shield generator lies ahead as long as the daring pilot can just stay on target… and ignore the two raiders closing on her six.*

- *"Captain," reports the large axon scientist, her white fur contrasting with the dark green of the holo-screens behind her. "The… anomaly… it's a tentacle, sir. And it's as big as a continent! Should we take evasive action?" The fierce-looking hurroc captain leans forward in his chair. "No," he replies. "Ready a torpedo salvo. We'll soon show this thing that the Fleet does not back down!"*

- *The gravity well holds the small cargo ship like a vice, its engines straining against the tidal forces which try to pull it over the event horizon. Once past that invisible line, there will be no escape–at least not in a ship with its FTL engines offline. Down in the engine room, the android engineer works as fast as it can, keenly aware that if the vessel's quantum drive is not operational in the next few minutes, all will be lost. Slotting the last component into place, it hits the intercom. "Pilot," it says, "...hit it!"*

In a void as infinite as it is unforgiving, the starship reigns supreme–as do those who would pilot those marvels of technology. From mighty warships to sleek starfighters, long range exploration cruisers to luxurious passenger vessels, ramshackle cargo tugs to high-tech hospital ships, starships would be nothing without the pilots, engineers, scientists, and bold captains who crew them.

The *Star Captain's Manual* contains information on capital ships and starfighters, space travel, and starship combat.

The Void

The Void–that vast expanse which encompasses all we know–is filled with wonder and excitement. Billions and billions of galaxies, each of which are home to billions and billions of worlds, stretch into infinity. The universe is teeming with life, and with fantastical phenomena: black holes, rogue planets, nebulae, strange anomalies, exotic stars, massive feats of astroengineering, even creatures, both friendly and hostile, that live in the vacuum of space itself.

The decisions you make when you define your universe set the parameters of your game world. Is your setting limited to a single star system? Does it feature a galaxy-wide government? Can voidrunners travel between the stars, or even between galaxies?

Whatever you decide, they're going to need a starship.

Voidrunners and Starships

You can play entire campaigns on a single planet, and enjoy all of the options available in the *Voidrunner's Codex*. However, starships open up a galaxy of possibilities.

Voidrunners might be crew on a larger ship, or they might own and run a ship of their own. They could be Fleet officers on a mighty exploration vessel, or hard-bitten mercenaries trying to make their way–and a quick profit–in a hostile galaxy.

The *Star Captain's Manual* allows your voidrunners to buy, build, or crew starships, fight exciting space battles, and discover the many wondrous phenomena to be found out there.... In the void!

THE FLEET

Throughout this book you will find references to an entity called The Fleet. However, The Fleet is not explicitly defined–instead, it represents a spacefaring organization which features in your universe. It might be a galaxy-spanning empire, a paramilitary organization bent on peaceful exploration of the cosmos, or a corporate entity which exploits the spaceways at the expense of anybody who gets in their way, or it might be a ragtag band of starships. The Fleet might not be called The Fleet in your setting.

VOIDRUNNERS

The vast expanse of space, and all that lies within it, is referred to as the Void. Characters throughout this book are referred to as voidrunners–those daring, intrepid adventurers who brave the spacelanes in search of fame, fortune, or freedom.

How do you traverse the void? Do you own your own ship, or are you part of the Fleet? Does your party share one larger ship, or do you each have your own? Why do you travel the spaceways–for profit, exploration, or war? Or are you simply running from something?

Types of Starship

Starships come in many different varieties and sizes. Tiny starfighters bravely dart between the laser turrets of powerful battlecruisers, and sleek passenger ships share the spacelanes with bulky cargo vessels. In this manual, you will learn about cargo ships, carriers, colony ships, exploration craft, hospital ships, infiltration craft, living vessels, mecha, passenger ships, science vessels, voidrunner skiffs, and warships–along with a whole host of plucky starfighters.

The Fleet Roster in Chapter 4 contains statistics for dozens of capital ships and starfighters of all kinds. This book also contains rules for designing and building starships for those budding engineers who like to put their own stamp on things.

Buy A Starship...

In the far future, starships are like cars. Most people know how to fly one–even if they're not a starfighter ace or a Fleet helm officer–and small to mid-sized ships are within reach of many. Indeed, a smaller capital ship may be obtained (used, of course) for only a few thousand credits, and many starfighters only cost a few hundred. They might not all be top-of-the-line, but they'll get you where you're going.

And for those who want to fly something a little bigger, the Fleet has gigantic warships and exploration cruisers just waiting for a brave crew. Pilots, engineers, medics, scientists, and more are all vital members of a starship crew.

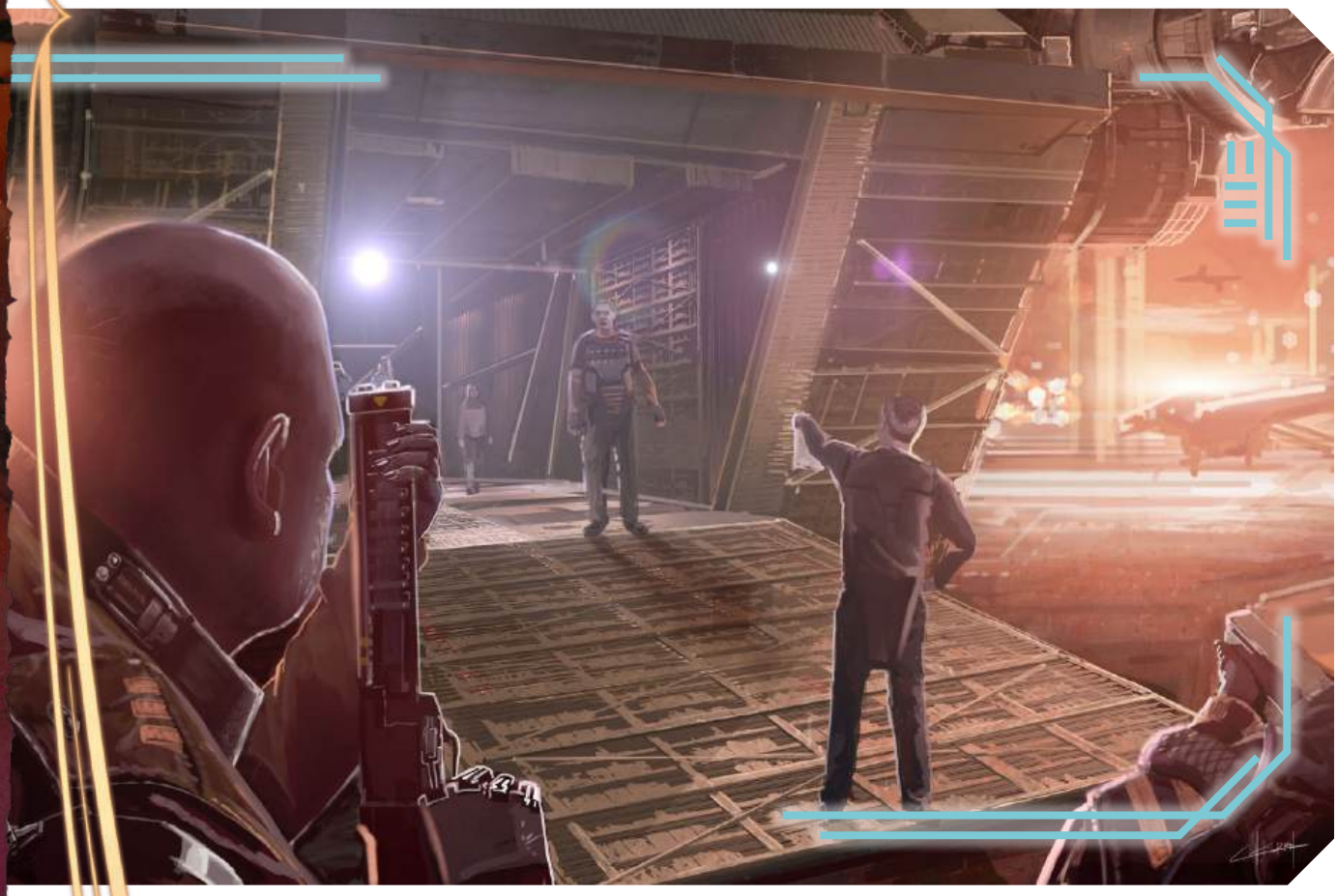
Maybe, one day, you might even own your own fleet!

...Or Build One!

Budding engineers may choose to design their own starships, upgrading them as the game progresses. Starships are a form of stronghold as introduced in the *Adventurer's Guide*, and voidrunners can spend their hard earned credits on a ship and outfit it just how they want. With a selection of ship types, individual decks, and powerful weapons, you can customize your vessel and truly call it home.

Crew Your Ship

Every starship needs its crew. And amongst that crew are your officers–followers who accompany you on your voyages, keeping your ship running while you have incredible adventurers. Just like the adventurers of old hired torchbearers, sages, and cooks, you can recruit engineers, medics, navigators, and even counselors and hackers to fill out your crew.



Space Travel

Space may look empty–but it's not! Much like a land-based journey across forest and mountain, a starship must negotiate asteroid fields, strange nebulae, unexplained phenomena, and even fearsome creatures which live in the void itself.

This book contains full rules for space travel, including space regions, journey activities, exploration challenges, and, of course, boons and discoveries. Survive an asteroid barrage or investigate a cosmic corpse. Explore a ship graveyard, or resolve a mutiny. And there are also ways to spend time during those long voyages–training, research, and trade are just a few of the journey activities available.

Faster Than Light

The speed of light in a vacuum is 186,282 miles per second. Faster-than-light travel, properly referred to as superluminal travel, is a process by which the laws of special relativity which normally forbid such speeds are broken or circumvented.

The realms of science fiction present very different scales depending on the type of future being imagined, and exactly how the campaign setting functions depends a lot on how advanced the technology is and just how fast starships can travel. Each capital ship has a number presented for its FTL speed, but the units of measurement being used are determined by the technology level. Your game setting will use one of the following FTL speed categories.

Interplanetary Travel. In a setting limited to a single star system, the unit of measurement is the astronomical unit (AU). An astronomical unit is the distance from Earth to the Sun, but in your setting it might be the distance between any other world and its star, or a galactic standard–whatever it's origin, it's around 100 million miles.

With this method capital ships take hours to travel between the planets of an average solar system. Travel in more realistic sci-fi settings typically uses these speeds.

Interstellar Travel. In a setting in which people travel between solar systems but are still limited to one galaxy, the unit of measurement is the light year. A light year is the distance that light covers in a year. For reference the closest solar system to Earth is just about 4.3 light years away, while the star Betelgeuse is about 642 light years from Earth.

JOURNEY	DISTANCE	INTERPLANETARY SPEED	INTERSTELLAR SPEED	INTERGALACTIC SPEED
Earth to sun	1 AU	A few hours	A few minutes	A few seconds
Sol to Proxima Centauri	4 light years	A few years	A few days	A few minutes
Diameter of the Milky Way	34 kiloparsecs	100,000 years	A century	A few days
DIstance to Andromeda galaxy	780 kiloparsecs	3 million years	A few centuries	A few months

With this method capital ships take a few days to travel between most star systems, and may be able to travel to nearby star systems in a matter of hours. The Milky Way galaxy is 105,700 light years across, and at these speeds capital ships can fly from one end to the other in just about a year. Travel in *Star Trek* typically uses these speeds.

Intergalactic Travel. In a setting of truly unfettered travel where even other galaxies are within reach, the unit of measurement is the kiloparsec. A kiloparsec is a thousand parsecs, which are themselves a bit more than 3 light years. For reference the nearest galaxy to our own is about 780 kiloparsecs from the Milky Way.

At these speeds most capital ships take under a day to travel the width of a galaxy, and can cross the vastness of space to visit other nearby galaxies with only a few days of travel. Travel in *Star Wars* typically uses these speeds.

The speed category you choose for your game represents the default, but exceptions can occur. More or less-advanced civilizations may have different levels of technology; or maybe faster speed categories are only available to certain groups, such as the military or the aristocracy. For more information about space travel, see Chapter 2: Space Exploration.

DISTANCES IN THE VOID

Interstellar distances are vast indeed, and special units of measurement are needed to describe them.

Astronomical unit (AU). 1 AU is the distance from Earth to the Sun–approximately 93 million miles.

Light year. A light year is the distance light travels in one year–about 6 trillion miles. The closest star to our own is Proxima Centauri, about 4 light years away,

Parsec. A parsec is just over 3 light years.

Kiloparsec. A kiloparsec is 1,000 parsecs, or somewhere over 3,200 light years. This unit is usually used to describe the size of galaxies or the distance between nearby galaxies.

Megaparsec. Often used to describe the distance between distant galaxies or galaxy clusters, a megaparsec is one million parsecs.

Types of FTL Travel

What is the mechanism by which starships travel faster-than-light? Certain solutions to astrophysical equations allow FTL travel in specified ways or "effectively" travel faster than light without actually doing so. Some special particles such as tachyons travel faster than light at all times. The types of FTL travel available may be dependent on the game setting or, in settings where multiple types of FTL travel exist, on location, species, or advancement level.

Realdrive/Jump Gates. Sometimes called wormholes, stargates, or space bridges amongst many other names, jump gates link to distant locations so that a vessel can travel to other stars or galaxies instantaneously.

Hyperdrive. Hyperdrive allows a vessel to enter an 'alternate' space where the laws of physics work differently Once the vessel reaches its destination, it exits hyperspace. Like jump gates, hyperdrive is known by many names, such as null space, slipspace, or N-space.

Alcubierre/Warp Drive. A space-time bubble surrounds the vessel, allowing it to travel at superluminal speeds without leaving realspace. These drives require significant power, and are often fueled by antimatter reactors, or exotic crystals.

Jump Drive. Ships equipped with jump drives will travel instantaneously from one point to another, effectively teleporting the vessel. Often jump drives are limited in the distance they can traverse in one jump, requiring multiple leaps for longer journeys.

Fakedrive. This approach simply assumes that the laws of relativity do not work the same way in your setting, and a ship can simply accelerate to superluminal speed.

The type of FTL travel you choose for your setting helps to set the tone. Is there just one way to travel at superluminal speeds, or have different civilizations devised different methods? Perhaps some ships need to use jump gates, while bigger ships can transport themselves. Is FTL travel limited to capital ships, or can starfighters achieve interstellar travel? Does superluminal travel even exist at all in your universe?

Starship Combat

When starships engage in combat, even the heavens tremble. Mighty weapons possess unimaginable destructive power capable of leveling cities, and daring star pilots duck and weave between colossal capital ships, dueling to the death.

In this book you'll find full rules for starship combat. Your voidrunners can use different systems on a capital ship, or learn exciting combat maneuvers as you pilot your starfighter. Details on formations, boarding actions, wrecks, explosions, as well as the Ace Starfighter combat tradition all combine to make exciting space battles from enormous naval capital encounters to daring starfighter dogfights. Starship combat is detailed in Chapter 3.

Other Technologies

What other fantastical technologies do the starships in your setting possess? These decisions will heavily influence the way things work–is the cavalry a mere distress call away, or does it take time to call home?

Communications. How fast are the interstellar communications in your universe? Can you call anywhere instantly using some kind of subspace network? Do messages take hours, days, or even longer to arrive at their destination? Can you send signals at FTL speeds at all, or do you need to send physical mail via starships which can carry them to your destination? If so, is there a galactic postal service, or are you reliant on couriers and trustworthy cargo ships?

And what of information itself? Is there an interstellar data network–a galactic internet? How does it get updated? How fast does information propagate across the vast reaches of space? Are the fashions in the Outer Colonies decades behind those of the Inner Worlds? Do the people in neighboring galaxies even know who the current Empress of the Imperium is? Perhaps the 'internet' on a given world only gets updated when a merchant ship physically brings along the latest update.

Entertainment. How do voidrunners keep themselves occupied during long voyages? Larger vessels may have gymnasiums, even theaters or gardens; or perhaps holo-suites are popular, allowing space travelers to experience entire simulated worlds without even leaving the ship.

Money. It is assumed that some sort of currency–called the 'credit' in this book–exists. But how is that wealth stored and transported? Does everybody simply have a digital account, or are credits stored on small data chips? Perhaps money is even physical–especially if communications technology doesn't allow for instantaneous intergalactic updates and transfers. And in a setting where hackers are able to perform near magical feats, is it even safe to store money in a digital form? What does a space heist look like in your universe?

Transporters. When you arrive at your destination, can you land your ship? Or do you need to fly to a new world or space station in a small shuttle? Better yet, can you teleport there, instantaneously disappearing from your starship to materialize on the planet below? Not every setting will feature transporters, and those that do may know them by other names.

DEFAULT ASSUMPTIONS

Your game universe is yours! Only you can decide what the technology levels and scope of your setting are, and you should feel free to make whatever choices facilitate the types of stories you want to tell. This book does make certain assumptions, as described below, so that you can be up and running with a default set-up, but you should feel in no way beholden to them.

Scope. We assume a galaxy-wide setting with Interstellar travel speeds.

Communications. We assume instantaneous system-wide communication, and a delay of several hours for interstellar communications.

Money. We assume that money is carried in data chips and not stored in a central 'bank'.

Transporters. We assume that teleportation technology does not commonly exist and that shuttles are needed if a larger starship cannot land or dock.

CHAPTER 1

Starships

- *The alert sirens wail and echo through the corridors as the fighter pilots rush to the hangar. Each of them knows full well that the only things standing between glory or a cold and sudden death in the void of space are the other brave aces beside them.*

- *The great beast lurches forward and the thrusters are thrown into full reverse, but with a sickening crunch it latches around the hull! With grim determination the commander orders for the cannons to be fired—if they can't run they'll blast their way out.*

- *There was a single battlecruiser expected, two at most. Not an entire fleet, their starfighters swarming ahead of the pack like a cloud of flies. Yet the station blockade must stand, and a cry rings out that they'll be sent back to the void screaming in plasma fire!*

Starships move at astronomical speeds and can be truly enormous–the stellar threats that drift through the void leave little room for error, failure, or slow moving targets.

Starships are divided into **capital ships** and **starfighters**. For statistics on a wide variety of starships, see Chapter 2: Fleet Roster. For those budding engineers who wish to build their own starships, see Appendix 2: Starship Construction Manual.

Capital Ships

Battleships, cargo vessels, and exploration ships boldly travel to the farthest reaches of space. Capital ships take many forms but they all serve as both a home and means of traversing the stars. In addition to simple travel, a capital ship offers benefits to its crew depending on its ship type, grade, and the decks which are a part of its construction. These benefits can include resources, bonuses, powers, and abilities that make their spacefaring adventures easier. A capital ship is a type of stronghold.

Comms. As ships get bigger it becomes more and more important to keep lines of communication open, and capital ships have built in communication devices to facilitate this. Comms utilize worn badges, ear pieces, or just the ship's inbuilt screens and stations. Unless the Narrator deems otherwise, you are incapacitated, or your comms have been jammed, you are always able to talk freely with any other crew member of your capital ship, and any creature piloting a starfighter launched from the capital ship you are crewing.

STARSHIPS & PROFICIENCIES

Weapons mounted on starships use the starship weapons proficiency. General piloting and maneuvers use the space vehicles tool proficiency.

Voidrunners may add their choice of Intelligence or Wisdom modifier to attack and damage rolls with capital ship weapons. For weapons fired from a starfighter, they may add their Dexterity modifier to attack and damage rolls.

STRONGHOLDS

Strongholds are bases of operation owned by player characters which grant resources, bonuses, and abilities. The *Adventurer's Guide* contains information about buildings–in particular, voidrunners are suited to strongholds like castles, houses, taverns, training halls, workshops. However, many will choose to purchase or build a starship, instead.

As a type of stronghold, a capital ship acts as a haven so long as it retains at least 25% of its hit points and currently has functioning life support systems. At the Narrator's discretion, capital ships may not be able to act as a haven when affected by certain environmental parameters or system failures.

Each capital ship has it's own detailed entry which describes its size, speed, capabilities, and other features. The example on the following page is the entry for a mining ship called *Unity's Joy*.

Capital Ship Types

While most capital ships have numerous capabilities, each one has a core purpose which defines it and determines what benefits it grants its crew. Capital ship types include cargo ships, carriers, colony ships, explorers, hospital ships, infiltrators, living vessels, mecha, mining ships, passenger ships, science vessels, voidrunner skiffs, warships, and yachts.

Bioship. The technology of some civilizations is more organic in nature, either utilizing natural spacefaring organisms or bio-engineering living vessels that can grow and heal unlike pure cold steel. Such vessels form a symbiosis with their crew—particularly whoever pilots the creature—reacting to threats through a naturalized mental connection.

Cargo Ship. The sturdy backbone of any respectable spacefaring civilization, what these ships lack in flashiness they more than make up for in dependability, powering through the worst the void has to deliver their cargo on time.

UNITY'S JOY

GRADE 3 MINING SHIP (30,700 CR)

CREW 8/100 (8); **PRESTIGE BONUS** +0
LENGTH 600 ft.; **WIDTH** 250 ft.; **HEIGHT** 240 ft.
SUPPLY 60 (2/day); **CARGO** 30,000 tons

HP 600
AC 14; **SHIELDS** 180/5; **HACKING DC** 16
SAVING THROWS Strength, Constitution
SPEED Slow/8

STR	DEX	CON	WIS
38 (+14)	13 (+1)	38 (+14)	12 (+1)

PROPERTIES Advanced AI, Lander
DECKS Bridge, Engineering, Cargo Hold, Hanger, Medical Bay, Mining Haul

WEAPON MOUNTS

- ***1x medium projectile point defense.*** *Ranged Weapon Attack:* short range, automated (starfighters). *Hit:* 21 (6d6) piercing damage.
- ***1x medium plasma weapon battery.*** *Ranged Weapon Attack:* medium range, simple. *Hit:* 35 (10d6) fire damage.
- ***1x single plasma minelayer.*** The next time a ship or spacefaring creature enters a mined combat zone, it makes a saving throw against your system action DC, taking 55 (5d10) fire damage on a failure and removing the mine.

SPECIAL PROPERTIES

Advanced AI. When not being actively piloted, *Unity's Joy* can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade (+3). Additionally, the ship's recommended crew is equal to its minimum crew (8).

Earnings. This vessel earns money constantly. Each week the ship earns a number of credits equal to 20 times its grade.

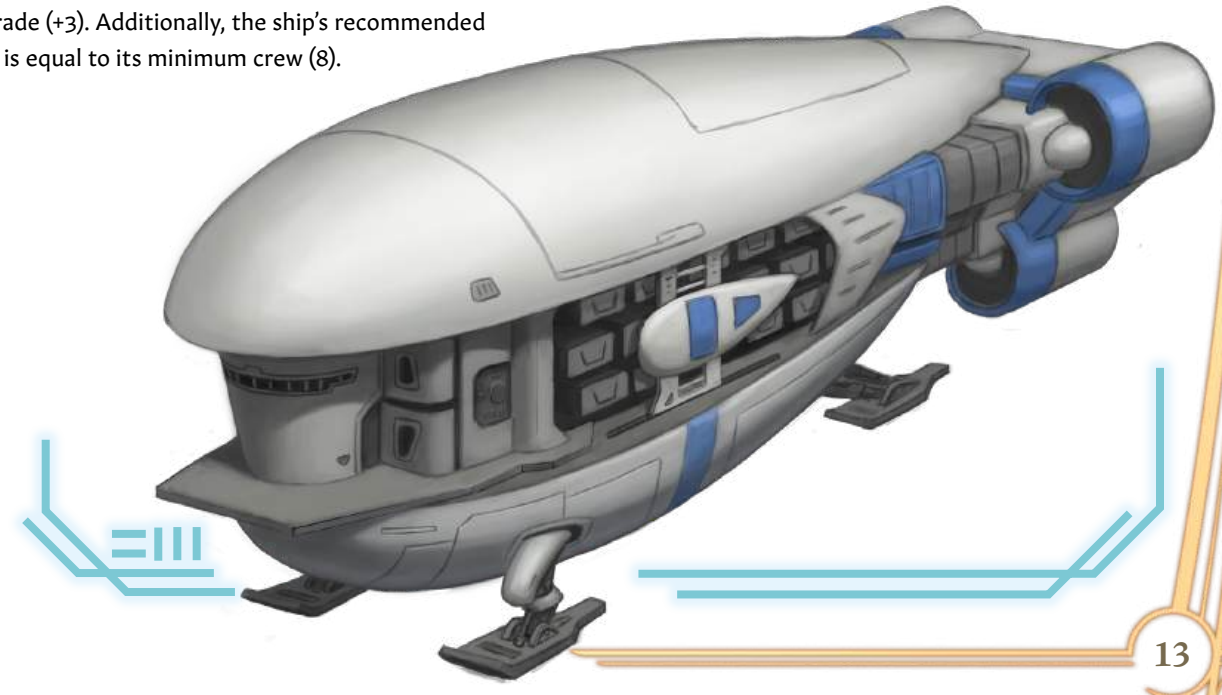
Lander. This ship is capable of landing on a planetary surface.

Miner. Mining vessels are quite adept at their namesake trade. Any creature crewing *Unity's Joy* gains an expertise die on the Mine journey activity.

Robust. Mining vessels of this grade are tested rigorously, battered constantly, and filled with system redundancies to ensure the ship keeps mining. The first time *Unity's Joy* would suffer a critical malfunction it doesn't suffer it instead. Once the ship ignores a critical malfunction in this way it can't do so again for the next 24 hours.

The size of an ocean liner, *Unity's Joy* is an independent *Nebula*-class 'collector ship', designed to land on a planetary body and form the central hub of a mining colony. Overseen by Werdna Anglebright, its crew of 100 is led by the senior officers: Chief Engineer Jek Bittan, Science Officer Wendt Overpat, Security Chief Mara Deen, Medical Officer Dr. Renthe Wythe, and Quartermaster Otto Tun.

The *Joy* has six main decks, along with crew quarters and other basic infrastructure, including a state-of-the-art medical bay. The hangar deck holds six starfighters, used to protect the vessel from pirates, while the ship itself is heavily armed with point defenses, a heavy plasma turret, and a defensive mine layer.



Carrier. Battles are often won by the valiant efforts of starfighter pilots, but even the greatest starfighter can't make a difference if they can't get to the warzone. Carriers function as mobile docks with hangars and communications systems designed to carry, launch, and coordinate swarms of short-range spaceships.

Colony Ship. Colony ships carry thousands of people to new worlds with the intention of starting a new settlement. These ships are usually massive, and depending on the speed technology may house cryogenic pods or operate as generation ships.

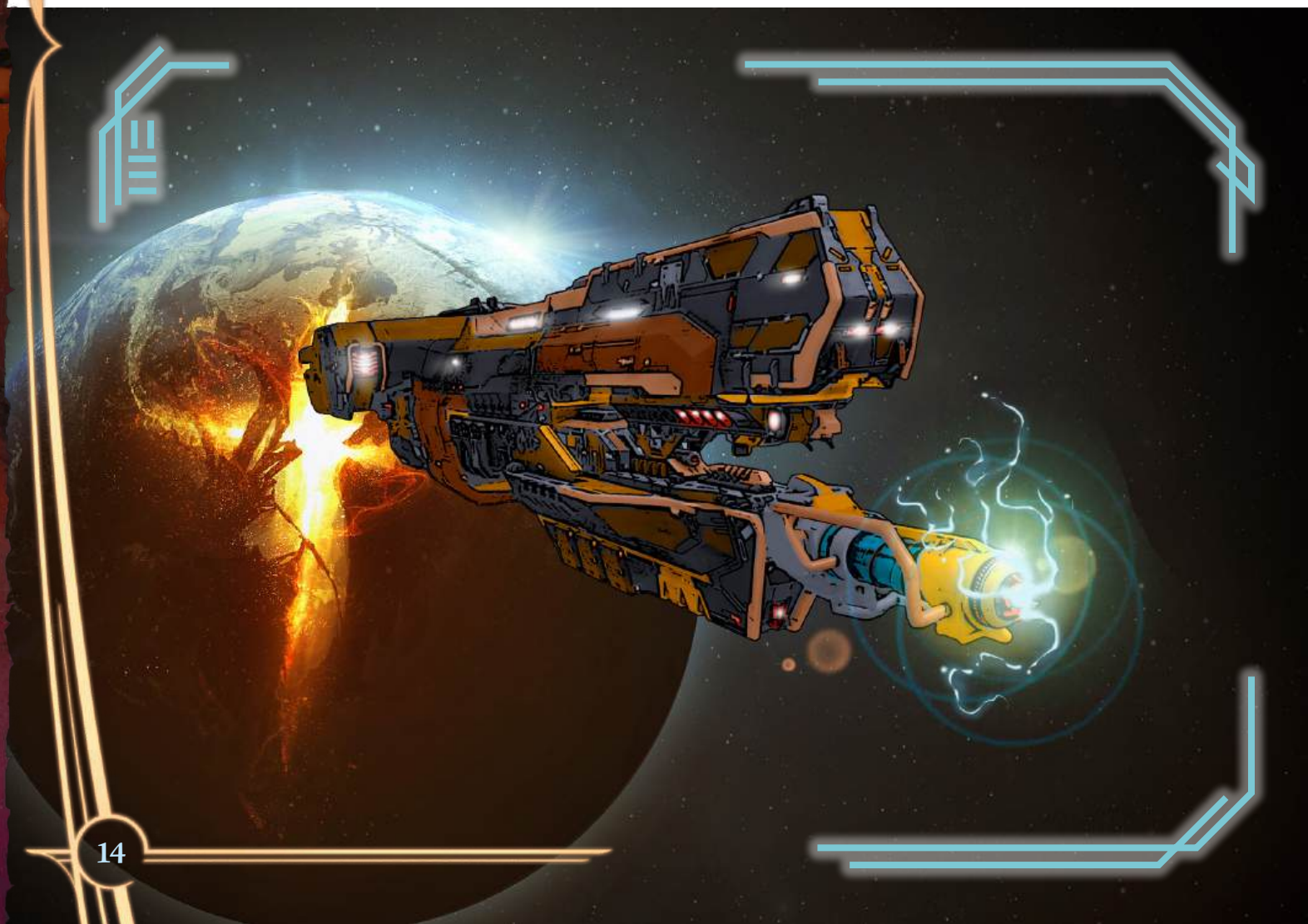
Explorer. When flying into the dark and unknowable void full of untold horrors and wonders, it's best to come prepared. Exploration craft are the vanguards of civilization, taking fresh steps and expanding the borders of their maps with all the technology required to get the job done.

Hospital Ship. Hospital ships–otherwise known as medical ships–often accompany rescue operations or military ventures and are dedicated to the treatment of injuries and illness.

Infiltrator. Often equipped with advanced cloaking technology, infiltration craft excel at passing unnoticed even through the heart of an empire or within the wake of mighty warships. They operate unseen, gathering information or waiting for the perfect opportunity to strike.

Mecha. Mecha are limbed machines of grandiose scale and design capable of performing the movements of their pilots. When built at the scale of capital ships mecha require incredible technology to function, but they bring the skills of a warrior into battles between the stars.

Mining Ship. Asteroids and nebulas hold precious resources that keep colonies alive, and may contain the sorts of treasures that keep empires running. Mining vessels range from little glori-



fied cans with drills to massive planet crackers. Some mining vessels are designed to land on a planet and form the nerve center of a mining operation, while others harvest resources from asteroids and other space-based phenomena.

Passenger Ship. Passenger ships are the lifeblood of spacefaring civilizations. Ranging from small long-range shuttles to grand liners, ships dedicated to the transport of their passengers are designed for speed, safety, and comfort.

Science Vessel. A science vessel is designed to investigate strange phenomena and to provide the researchers on board with all the equipment needed to analyze their collected data. Typically they are delicate by the standards of warfare, but uniquely adaptable to the infinite and strange threats the cosmos can offer.

Voidskiff. Originally designed as lightweight transport ships, voidskiffs are sleek, fast, and discreet ways to move things or people quickly and quietly between the stars. The ships are now synonymous with smuggling and voidrunners—small mercenary groups willing to sell their services and charter their craft to anyone with the credits to spare or for the promise of adventure.

Warship. Warships are instruments of a spacefaring civilization's might and are ultimately the tools by which wars among the stars are won. Bristling with the most accurate weapons and crewed by the best trained soldiers a navy can manage, warships are tuned for the singular objective of destruction.

Yacht. Designed for travel in style, a yacht boasts the best there is to offer in comfort and luxury. Usually fast, and rarely armed, yachts are the province of diplomats and wealthy individuals. Some yachts are also used for racing.

Capital Ship Grades

Just like land-based strongholds, each capital ship has a grade, which is a rough unit of both size and quality; this determines the ship's scale, and what degree of benefits it bestows on its crew. Between countless worlds and ship designs there are outliers that break these conventions but the benefits are always determined by the ship's grade.

Compared to most land-based creatures, even the smallest capital ships are considered to be titanic-sized objects, occupying at least a 100-foot square space.

GRADE	TYPICAL SIZE	ABOUT AS BIG AS
1	100–200 ft	a clock tower, swimming pool, or whale
2	200–400 ft	a football field
3	400–600 ft	an ocean liner
4	600–1,000 ft	the *Titanic*
5	1,000–1,500 ft	a skyscraper
6	1,500–2,000 ft up to a quarter-mile	two city blocks
7	2,000–3,000 ft up to half a mile	A large park, lake, or megascraper
8	3,000–5,000 ft up to a mile	a district or borough
9	5,000-25,000 ft up to 5 miles	a town
10	25,000-50,000 ft up to 10 miles	a city
11	50,000-100,000 ft up to 20 miles	a large city
12	100,000-200,000 ft up to 40 miles	a small moon or metropolitan area

Starship Speeds

The speeds needed to traverse the stars are impossibly fast, and while the technologies behind reaching such terrible velocities differ they are all represented by two different speeds: an impulse speed and an FTL speed. Typically starfighters cannot move at FTL speeds, and usually need to dock in a capital ship to travel between systems.

Impulse Speed

Impulse speeds are used when the ship engages with and maneuvers around obstacles or other craft at slower-than-light (subluminal) speed, usually with

lesser propulsion systems or with the main drives operating at low power. These speeds are categorized into **slow**, **average**, or **fast** impulse speeds, which determines how the ship moves between zones in combat (see page 77). While operating at impulse speed bridge system actions can be performed by the creatures crewing the ship's bridge.

While ships generally move between zones (see Chapter 3: Starship Combat) in space, sometimes a more detailed Speed is needed. In these cases, a slow ship has a Speed of 4, an average ship has a Speed of 6, and a fast ship has a Speed of 8. These speeds do not use the same scale as creatures on land; they represent the number of kilometers a ship can move per round.

FTL Speed

FTL speeds are used when a starship travels to far-off destinations at speeds faster than light. FTL speed is based on the setting's default FTL speed. A ship cannot perform bridge system actions while moving at FTL speeds.

When a capital ship leaves impulse speed and accelerates to FTL speed, it is not an instantaneous event. Engines whir to life, warp coils spark, and great technological achievements ponderously threaten to accelerate mass far faster than physics should allow. The exact nature of faster-than-light technology is left to the Narrator's discretion, and ranges from advanced fission drives, slipspace wormholes, antimatter warp engines, hyperspace, and more. Whatever technology the setting uses, engaging FTL drives takes some start-up time and can have devastating effects on those nearby.

Any creature crewing a capital ship's bridge can attempt to use the Go To FTL system action.

Ships and creatures operating in a combat zone surrounding a capital ship when it goes to FTL take an amount of force damage equal to 2d6 × the ship's grade.

FTL and Atmosphere. Ships can technically go to FTL in any environment, but doing so can be dangerous. If a ship attempts to go to FTL surrounded by any sort of atmosphere or moves through atmosphere for the first time in a round while using its FTL speed, it suffers an amount of force damage equal to 4d10 times the ship's grade.

FTL SPEED REMINDER

SPEED	UNIT
Interplanetary	Astronomical unit (AU)
Interstellar	Light years ^{3}
Intergalactic	Light years ^{3} x 1000

Shields & Armor

Shields are protective forcefields which absorb the energy of incoming attacks. A shield generator has two values–the protection it provides (in the form of temporary hit points) and its recharge rate. For example, a shield generator with values of 80/4 grants 80 temporary hit points and a recharge rate of 4. The recharge rate represents a roll on a d6 which restores a weakened shield.

Armor also protects a ship from attacks. Instead of temporary hit points, armor increases a ship's armor class.

Ion weapons. Shields are not able to recover temporary hit point damage caused by ion weapons (see page 28). Damage to shields by ion weapons reduces the shield's maximum temporary hit points by the damage done. Shields damaged in this way can be restored to full functionality during a short rest.

Other Statistics

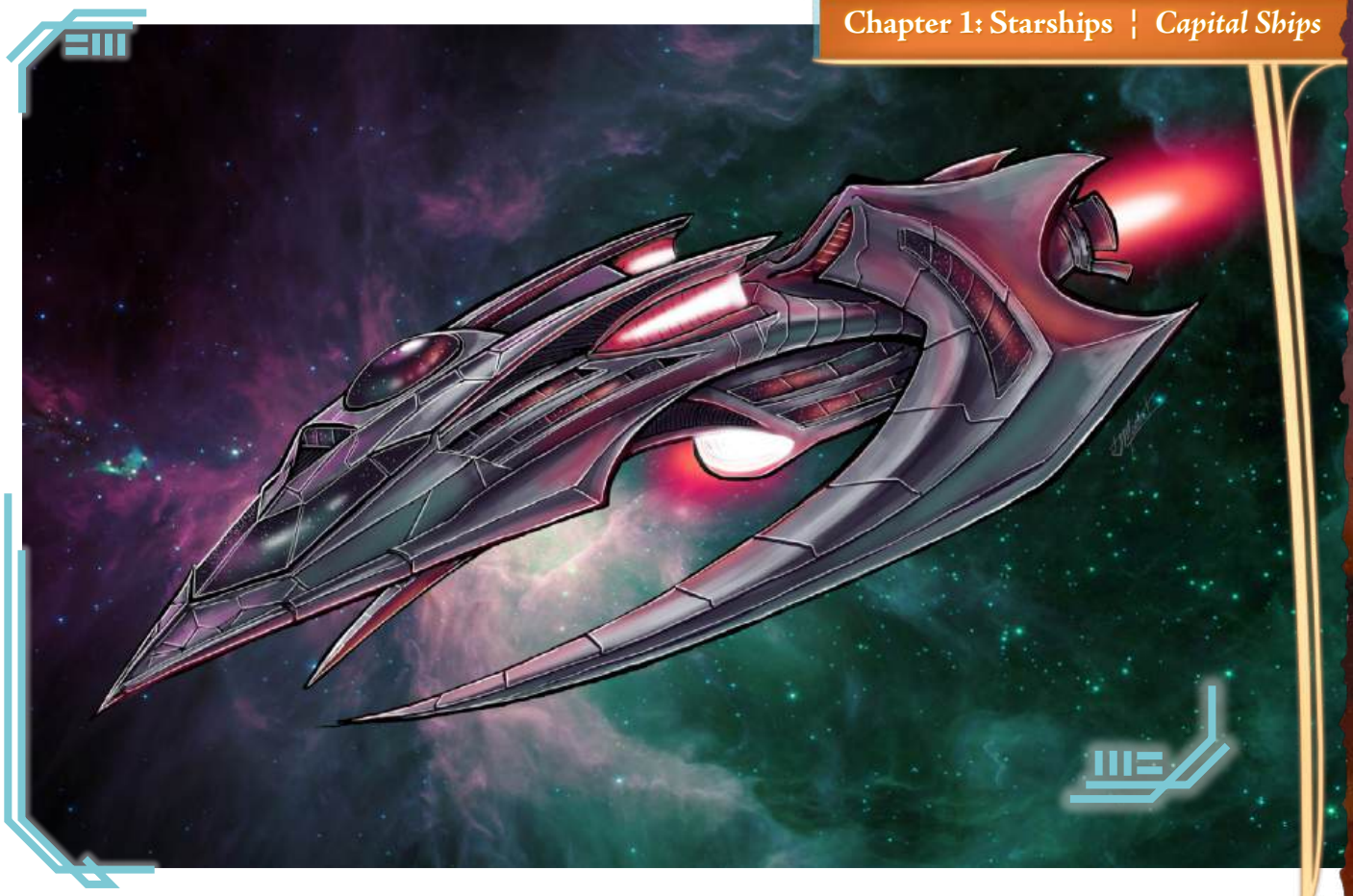
A starship's stat block contains a number of other important statistics.

Hit Points. The larger a ship, the more hit points it has. Some ship types may have more or fewer hit points than others.

Hacking DC. The hacking DC indicates how difficult it is to hack this ship or its decks with electronic attacks. Larger vessels have more complex, better protected systems.

Armor Class. Larger ships are easier to hit. A capital ship's AC is defined by its size. The minimum AC of a starship is 10, simply because pure size in itself is a defensive property. It may be increased by special properties such as armor.

Ability Scores. Starships have Strength, Constitution, and Dexterity ability scores based on



their size. Unlike most objects, capital ships make Strength, Dexterity, and Constitution saving throws as if they were creatures against effects that would call for them. Whenever a capital ship makes a Dexterity saving throw, the creature at the helm can use its reaction to add its Dexterity modifier to the saving throw.

Starships also make Wisdom saving throws when targeted by some hacking maneuvers. Whenever a capital ship makes a Wisdom saving throw, a creature crewing the targeted deck can use its reaction to add its Wisdom modifier to the saving throw.

Crew. This entry indicates the minimum and recommended crew complements (see Crew Complement, below).

Prestige Bonus. Arriving at your destination in a massive battlecruiser carries far more weight than arriving in a small cargo ship. Smaller capital ships have no bearing on prestige but larger capital ships grant a bonus to the prestige of a number of voidrunners equal to the ship's grade; a voidrunner can only benefit from the prestige bonus of one starship at a time, and must be primarily associated with that starship.

Crew Complement

Smaller capital ships can be managed by a handful of crew, and often a voidrunner crew can manage a ship all by themselves. However anyone running a larger vessel understaffed quickly finds that more hands are required to keep a capital ship in good order.

Minimum Crew. Capital ships have a minimum crew requirement. The number before the slash indicates the minimum crew requirement. If a capital ship is not crewed by this minimum number of creatures, all ability, skill, or tool checks, saving throws, system actions, and attacks are made at disadvantage.

Recommended Crew. The number after the slash following the minimum crew requirement indicates the recommended crew complement. If a capital ship is not crewed by this number of creatures, each deck's power point total and power point maximum is reduced to 1.

Paying a Crew. In some settings and situations crews may be paid by The Fleet or some other

authority. The Narrator may also choose to assume that the activities the crew take up while traveling pay for or otherwise motivate the crew, but in scenarios where payment is involved each standard crewmember costs 5 credits per day. The cost to pay a crewmember includes any food or other consumables they need.

Crew Statistics. Where a starship is required to make an ability check or saving throw based on a creature (such as a pilot or character) and no creature is available to make that check, a standard crew makes the check or saving throw with a +4 bonus.

An elite crew can be hired for 10 credits per crewmember per day, and instead grants a +6 bonus. A legendary crew can be hired for 20 credits per crewmember per day, and grants a +8 bonus. The Fleet typically uses standard crewmembers, while pirates and the like typically use poor quality crew who make checks or saving throws with a +2 bonus.

When a character or a named NPC is making the check or saving throw, they use their own bonus.

Officers & Equipment

As with all strongholds (see *Adventurer's Guide* page 359), each capital ship type offers a selection of available followers. On a starship followers are referred to as officers.

Additionally, for starships of grade 4 or higher, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement once per region (see Chapter 2: Space Exploration). A starship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is determined by the type of ship. The equipment must still be paid for, unless the Narrator determines that gear is provided by The Fleet.

The starship's stat block indicates which officers and gear are available.

Capital Ship Decks

A capital ship's capabilities are mainly defined by its decks. A deck is an area of a ship that serves a primary function or has some major utility for the ship's crew. Decks listed in a ship's statistics are not exhaustive—smaller vessels may have separate sleeping quarters not represented by their listed decks, and massive ships may have miles of pipework, ducts, whole barracks, and other areas not counted due to their relative unimportance. Only those areas of enhanced utility are represented in a ship's statistics as a deck.

While a creature is on a ship's deck and has access to a terminal or other console it is crewing that deck and is capable of taking any special actions afforded

by the deck or making system maneuvers linked to that deck type. At the Narrator's discretion a voidrunner may be required to physically reach specific terminals or systems in order to perform actions (particularly in cases with boarding actions and enemies present on deck).

A deck's size is in proportion to the size of the ship itself. A medical bay may be little more than a first-aid station on a small ship, and may be a full hospital capable of caring for hundreds of patients on a much larger one. Larger ships may also have multiple decks of the same type. Such decks are redundancies in the case of critical malfunctions, or they may allow for multiple actions to be taken during the same round when they would otherwise be limited.

Moving Between Decks

The layout of every ship is different and may be connected by winding corridors, turbolifts, or even short range teleporters.

Creatures move within a deck normally using any available movement speeds.

When a creature uses its movement to exit a deck, it travels along whatever connecting passages or transport mechanisms are present within the ship's layout and arrives at the deck of its choice at the beginning of its next turn.

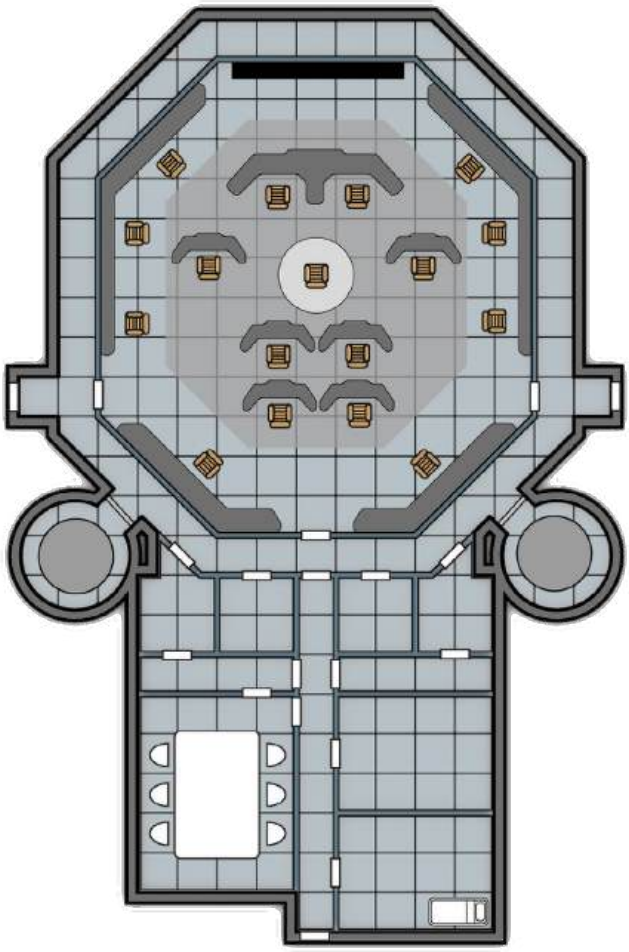
INFINITE DESIGNS

Each deck type includes an example layout design of that deck type, but they're only examples. In a vast universe with countless alien species the exact layout of each deck can take myriad different forms, but mechanically their functions are the same. Decks can ultimately have any layout so long as their core functions are represented.

Deck List

Each capital ship has one or more decks of different types, and each deck type has linked system maneuvers, journey activities, and special bonuses it provides to creatures crewing it. Deck types include Bridges, Cargo Holds, Engineering, Hangars, Leisure Decks, Medical Bays, Mining Haul, Operation Centers, Science Bays, and Weapons Decks.

All vessels are considered to have accommodations for crew.



Bridge

Available Actions: Barricade, Brace for Impact, Capital Boarding Action, Go to FTL, Escort Wing, Status Report

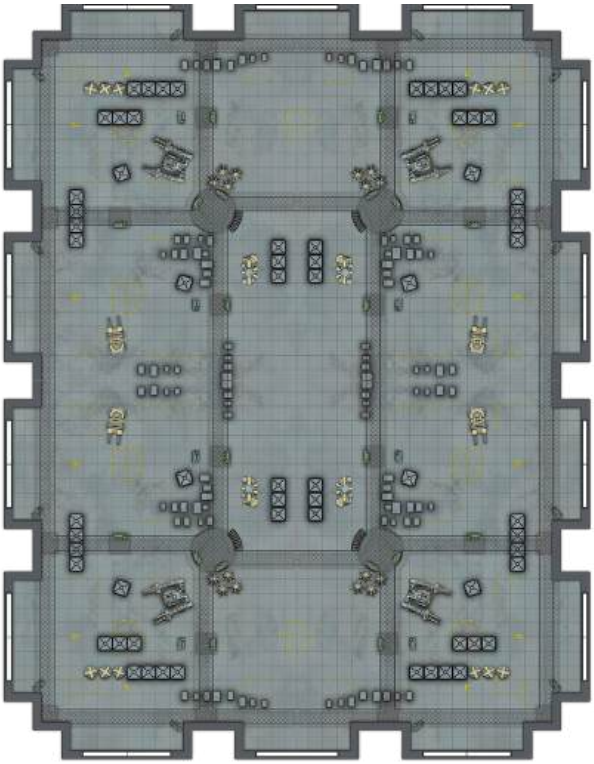
Hacking DC +2; **Saves** Wisdom +2

A ship's bridge is its command center, containing the vessel's primary controls and helm. Typically the bridge is where a ship's captain directs the crew and issues orders, with access to all of the ship's most vital functions and capabilities.

Command Center. A capital ship may only have one bridge deck.

Helm. Up to one creature crewing a ship's bridge may take the helm and pilot the ship. A creature piloting a capital ship in this way may choose to move the ship on its turn using the ship's movement speed.

Weapons. A bridge can be used to fire starship weapons without requiring a separate weapons deck.



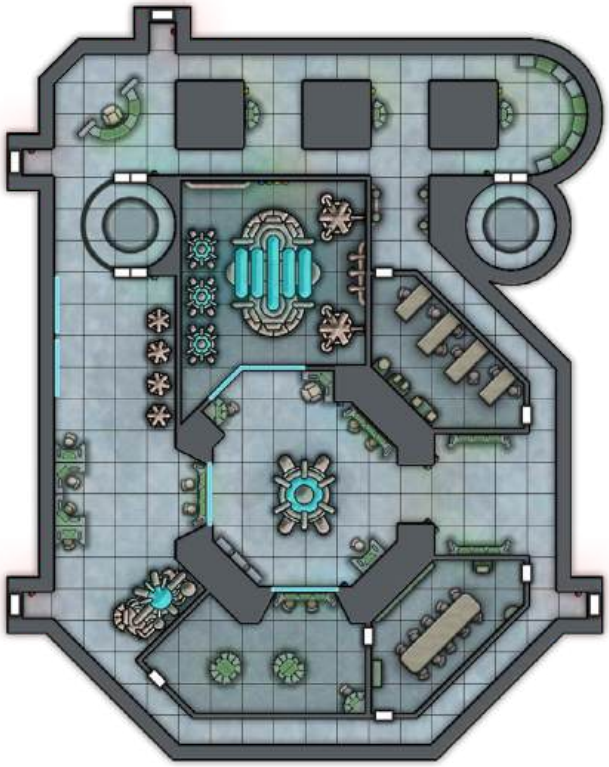
Cargo Hold

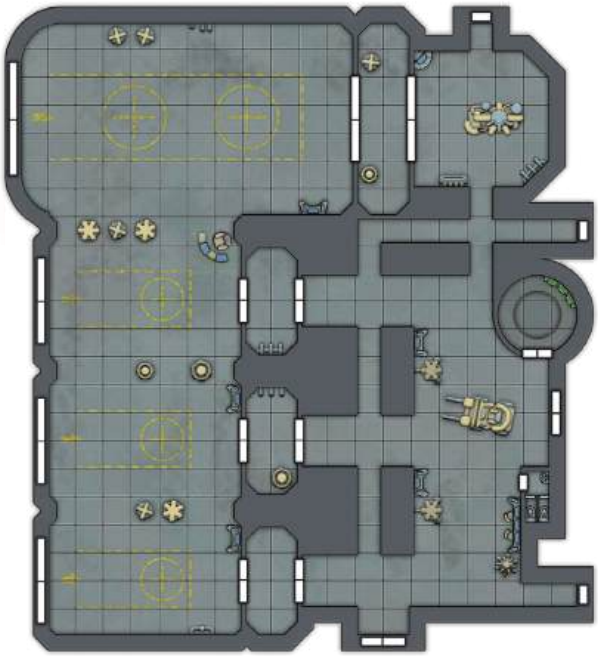
Available Actions: Barricade, Status Report, Vent Atmosphere

Although essentially just empty space, enclosed space is at a premium on starships that must propel themselves at nearly impossible speeds.

Cargo Space. A cargo hold deck has a capacity of 30,000 tons (about 1,000,000 cubic feet, or an area measuring 100 ft. x 100 ft. x 100 ft.). Multiple cargo holds can be combined into larger holds.

Supply Holds. Alternatively a cargo hold designed to safely store fuel and radioactive substances, as well as freeze or refrigerate food stores, can store 1,000 Supply in addition to the ship's normal capacity.





Engineering

Available Actions: All Ahead Full, All Power to Shields, Barricade, Status Report
Hacking DC +2; **Saves** Wisdom +2

While the technology that drives them can be vastly different, every ship requires some device to propel it between the stars.

Primary Propulsion. A ship with FTL capability requires an engineering deck. A capital ship may only have one engineering deck.

Hangar

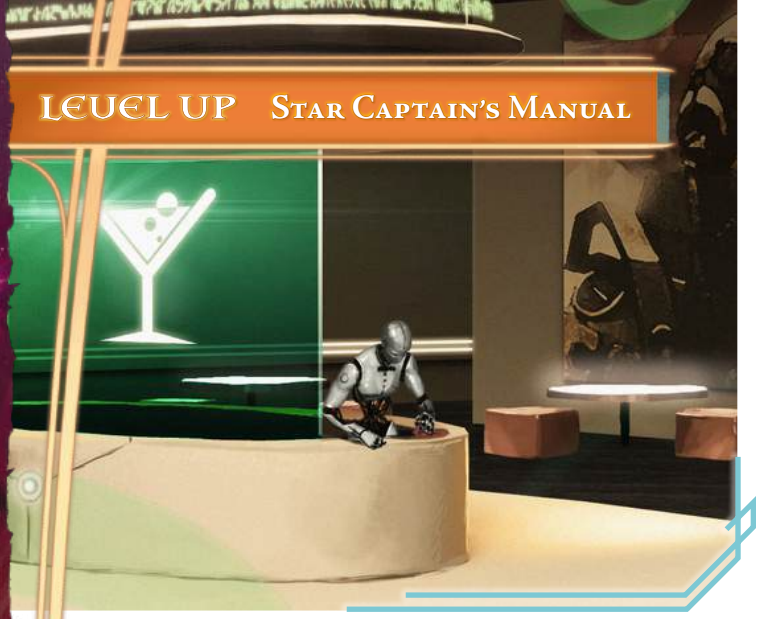
Available Actions: Barricade, Quick Patch, Status Report, Vent Atmosphere
Hacking DC +2

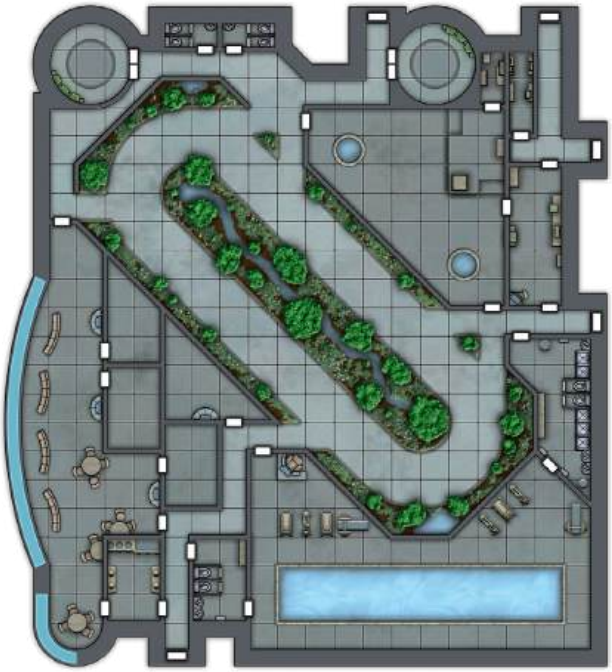
At once a landing strip and starfighter maintenance bay, a hangar safely contains a capital ship's starfighter support. Airlock mounts serve in a pinch, but any starfighter pilot would prefer a well-stocked hangar for the launching, landing, and maintenance of their starfighters.

Quick Landing. Starfighters may dock at a hangar or launch from it using a bonus action, instead of an action as normal.

Starfighter Bays. A hangar deck can contain and dock a number of starfighters equal to the capital ship's grade.

Starfighter Maintenance. You restore twice as many hit points as normal when using the Repair journey activity on a starfighter docked in a hangar.





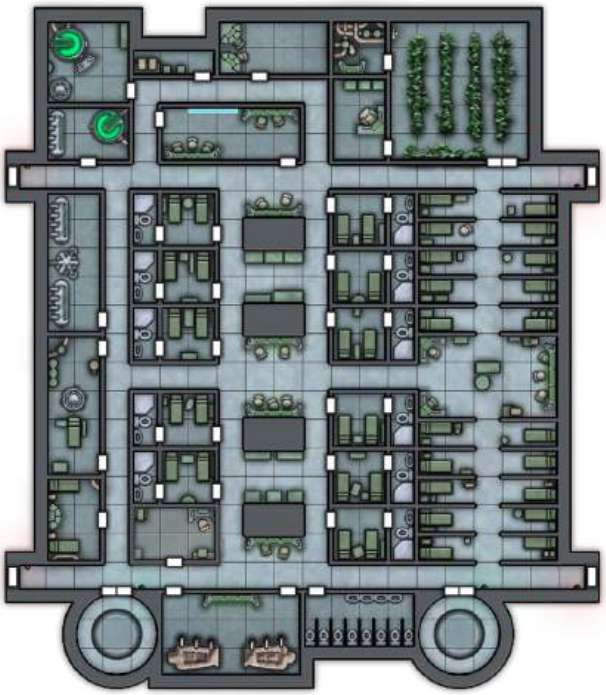
Leisure Deck

Available Actions: Barricade, Status Report

Typically outfitted with one or more holographic projection theaters, conference rooms, exercise equipment, living plants, or any number of luxuries designed to keep crewmembers sane as they travel the endless expanse of the void.

Diplomatic Comforts. Diplomatic efforts are far easier when surrounded by luxury and entertainment. Charisma checks made on a leisure deck gain an expertise die.

R&R. Voidrunners on a ship with a leisure deck gain an expertise die when undertaking the R&R journey activity.



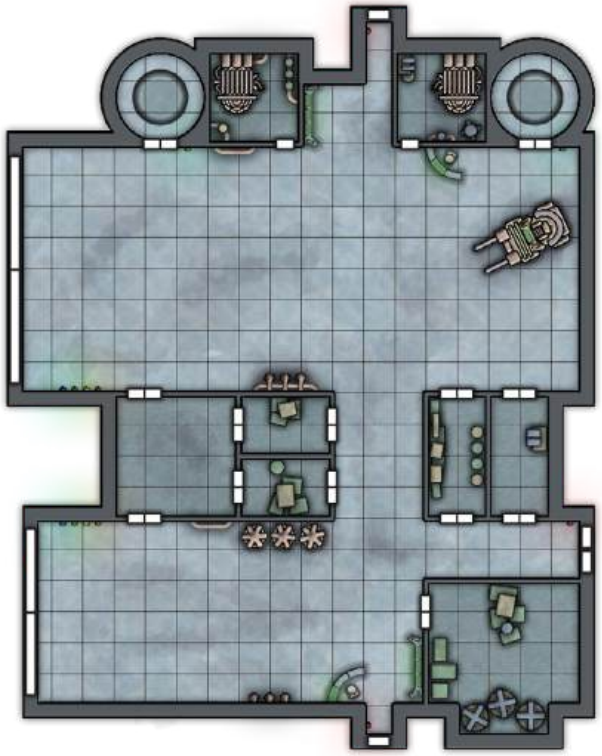
Medical Bay

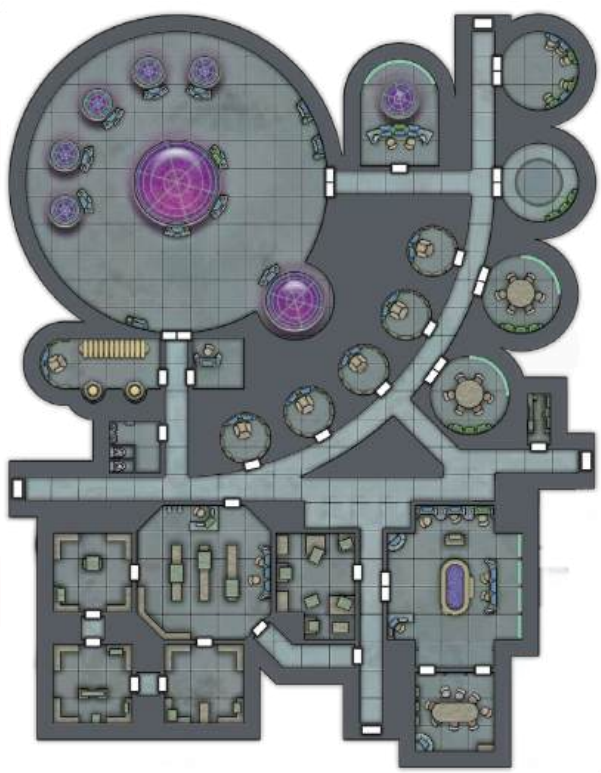
Available Actions: Barricade, Crash Cart, Emergency Triage, Status Report
Hacking DC +2; **Saves** Wisdom +2

The void holds untold and unknown dangers that often require more medical attention than first aid or a hypospray can provide. Medical bays are often the difference between life and death, bringing the diagnostic technology and restorative equipment of a hospital out into the reaches of space.

Medical Apparatus. Creatures crewing a medical bay may utilize its numerous medical devices as any of the following tools: crash kit (unlimited uses), cybernetics kit, multi-scanner, portable x-ray scanner.

Superior Care. Medicine checks made in a medical bay gain an expertise die.





Mining Haul

Available Actions: Barricade, Drop Load, Status Report

Treasures drift through space waiting for properly equipped ships to drill, grind, and haul them away. A mining haul contains external mining equipment, the internal machinery needed to process the ores, and all the terminals and stations needed to control them.

Haul Storage. A mining haul can store up to 1,000 tons of raw ore. Any creature crewing the mining haul can transfer this ore between the mining haul and any available empty cargo holds as an action.

Mining Control. A mining haul may have one or more mecha weapon systems linked to it. A creature crewing a mining haul deck can use an action to make up to one attack using each mecha weapon linked to that deck.

Operations Center

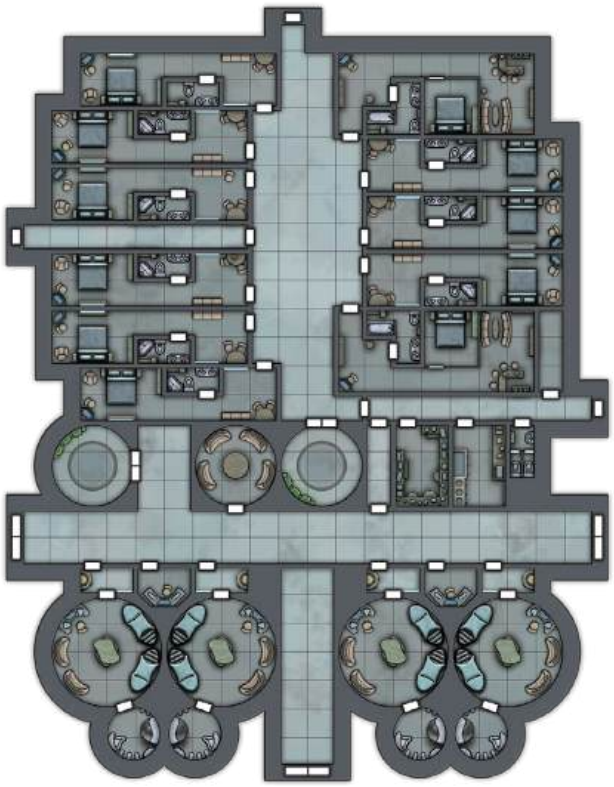
Available Actions: Analyze Vessel, Barricade, Infiltrate Network, Scan for Hostiles, Status Report

Hacking DC +2; **Saves** Wisdom +2

Battle is about more than bullets and plasma. Coordination, communication, and unrelenting digital threats are handled at operation centers, the convergence points for countless scanning devices and digital channels. These decks are how capital ships keep tabs on the physical world and do battle in the digital world.

Technical Apparatus. Creatures crewing an operations center may utilize its numerous scanners and devices as any of the following tools: computer technician kit, hacking tools, multi-scanner.

Battle Coordination. A vessel with an operations center grants an expertise die to initiative rolls for voidrunners crewing the ship.

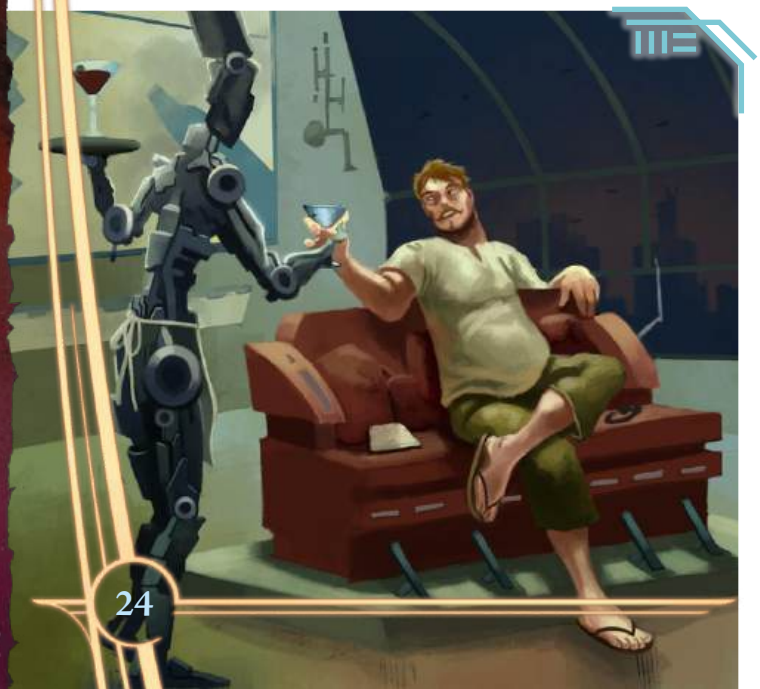


Passenger Deck

Available Actions: Barricade

Many starships are designed to carry passengers. These ships provide accommodations intended to ensure that the ship's passengers travel in relative comfort.

Passenger Manifest. This deck provides accommodation for a number of passengers equal to the ship's minimum crew requirement.



Science Bay

Available Actions: Analyze Voidbeast, Barricade, Status Report, Vent Toxins

Hacking DC +2

Vessels designed specifically for investigating the wonders of the cosmos or exploring the unknown often have science bays. These decks are outfitted with numerous scanners and sensitive apparatus for analysis of both external phenomena and specimens brought on board.

Scientific Apparatus. Creatures crewing a science bay may utilize its numerous scientific devices as any of the following tools: brewer's supplies, cartographer's tools, chemical detector, geiger counter, multi-scanner, navigator's tools, poisoner's kit.

Superior Equipment. Science checks made in a science bay gain an expertise die.

Weapons Deck

Available Actions: Barricade, Concentrated Fire, Fire Everything, Lock Target, Ordnance Defense, Status Report, Suppressing Fire

While most ships have one or more defensive measures, some are bristling vessels of war with weaponry beyond counting. Such warships are typically outfitted with devoted weapon decks where these offensive systems can be coordinated and controlled for maximum effect.

Coordinated Fire. Each weapons deck has one or more weapon systems linked to it (up to the vessel's grade). A creature crewing a weapons deck can use an action to make up to one attack using a weapon linked to that deck.

Specialist Targeting. A creature firing a weapon from a weapons deck (instead of a bridge) gains an expertise die to attack.

Additional Capital Ship Systems

There are countless ships derived from different cultures and civilizations throughout the universe but inevitably those technologies converge on several properties that help to make space travel possible.

Advanced AI

When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

Cloaking Device

When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action (see page 87).

Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.

Diplomatic Quarters

While dedicated passenger ships can transport many people, any ship can convert areas for the use of special passengers. These quarters are often more comfortable than the crew's quarters or those of regular passengers. This ship has comfortable accommodations for a number of passengers equal to its grade.

Escape Pods

This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

An escape pod has AC 16, 50 hit points, and can't be piloted. It autonomously tries to land on the nearest solid planet using an average spacefaring speed where it automatically deploys a distress beacon.

Hidden Compartments

10% of the cargo space on this vessel is hidden. Items stored in this hidden space cannot be found without a DC 15 Investigation check.

Lander

Not all ships are capable of landing on a planetary surface. Ships larger than grade 3 cannot have this property.

Luxurious

The accommodations on this ship are extremely comfortable. Crew and passengers gain an expertise die when undertaking the R&R journey activity.

Ramming

The ship's nose is heavily reinforced, allowing it to ram other vessels. This ship only takes half damage when it rams.

Reinforced Networks

The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2.

Tractor Beam

Tractor beams manipulate gravitational forces to lock objects in place and pull them in. These technologies are a considerable power draw and may only be installed on capital ships. A tractor beam may target starfighters, spacefaring creatures, objects, or starships two or more grades smaller than the firing ship that are in the firing ship's surrounding combat zone. Once hit the target makes a Strength saving throw or gains the restrained condition. While restraining a target in this way, the weapon cannot be fired again until the tractor beam is released. The tractor beam can be released as a bonus action, or if the firing ship has a hangar deck the target may be drawn into the hangar as an action.

A target can attempt to escape a tractor beam on its turn by making a Strength saving throw as its movement. On a success, the target is no longer restrained.

Starship Weapons

From great railguns and arc-nets to the humble projectile weapon, technology has achieved a great many ways to turn ships into debris. Starship weaponry comes in countless shapes and sizes but

most fall into one of five categories: anti-starfighter guns, superweapons, torpedo salvos, turrets, and weapon batteries.

Point Defenses. These small turrets or flack launchers are designed to gun down ships that have gotten in close.

Cannons. Typically mounted on speedy interceptors, assault cannons are forward mounted weapons that punish a locked on target with a single powerful blast.

Superweapons. Often a ship's primary weapon, these perilous devices can devastate anything that waits long enough for them to charge to full power.

Torpedo Salvos. Launch tubes from which all sorts of explosives can be launched such as smart missiles, mines, or high-impact energy torpedoes.

Weapon Batteries. These linked weapons are able to unleash a torrent of fire on a single target.

The starship's stat block details its weapons and the amount and type of damage each does.

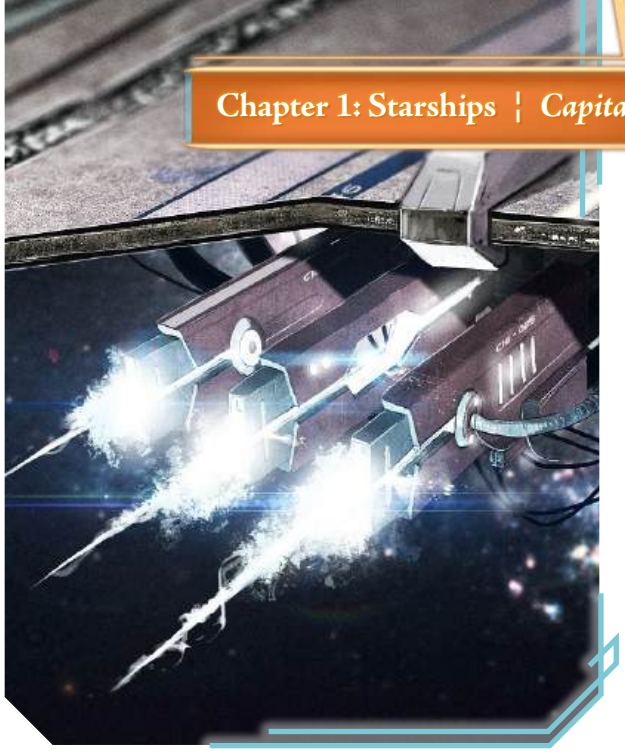
Starship Weapon Properties

Starship weapons have special properties that make them unique.

Ammunition. Torpedo salvos and some other weapons require explosives to be loaded into them and expended. Dual and mass torpedo salvos require multiple explosives, but fire them all as part of the same attack (2 and 5 explosives respectively).

Automated. An automated weapon isn't directly controlled, instead using the ship's computers to locate targets and calculate trajectories. An automated weapon can be activated or deactivated as a bonus action. A target which enters an automated weapon's zone or which begins its turn in an automated weapon's zone must make a DC 12 Dexterity saving throw or suffer the weapon's damage.

An automated weapon requires a criteria which it uses to select targets. This is noted in parentheses after the weapon property, and the weapon can have multiple criteria. Valid criteria include starfighters, capital ships, and creatures. The criteria can be changed with an action. Creatures must be Huge-sized or larger to be targeted by an automated starship weapon.



Assault. Assault weapons score a critical hit on a d20 attack roll of 19–20. If you already have any features that increase the range of your critical hits, your critical hit range with assault weapons increases by 1 (maximum 17–20).

Countdown. This weapon takes considerable time to charge before firing. When the target is selected and the attack is made, create a fast countdown pool using 3d6. At the start of each new round, roll these dice and remove any with a result of 4–6, 5–6, or 6 (depending on if the countdown is fast, medium, or slow, respectively). When there are no more dice remaining in the countdown pool make the attack roll, assuming the original target is still within range. While this countdown is active, the weapon system cannot be used for another attack.

Weapons with the Countdown property cannot be automated.

Imprecise. Attacks made using this weapon have disadvantage when targeting starfighters or other targets that are smaller than Gargantuan size.

Weapons with the Imprecise property cannot be automated.

Salvo. This weapon uses physical projectiles that can be shot down or blocked.

Starship Weapon Damage Type

Starship weapons deal one of the following energy types.

Ion. Ion weapons discharge slugs of shimmering energy. A weapon of this type deals force damage. Damage to shields caused by ion weapons does not recharge; the ion weapon reduces the shield's maximum temporary hit points by the damage done. However, ion weapons do half damage to targets other than deflector shields.

Laser. Laser weapons shoot beams of hyper-concentrated light that are particularly effective at burning through shields. A weapon of this type deals radiant damage.

Plasma. Plasma weapons are charged with superheated, ionized gas that is particularly effective at melting through hulls. A weapon of this type deals fire damage.

Projectile. These weapons fire physical projectiles, A weapon of this type deals piercing damage.

Shock. Raw electricity arcs out from these weapons to disrupt systems and scorch circuits. A weapon of this type deals lightning damage.

A target hit by a shock weapon takes a –1d4 penalty to saving throws until the end of its next turn. These penalties do not stack.

Sonic. Sonic weapons emit bursts of powerful soundwaves. A weapon of this type deals thunder damage in place of its normal damage. Sonic starship weapons use subspace to propagate, allowing them to work in the vacuum of space.

Any target hit by a sonic weapon cannot communicate using comms until the end of its next turn.

Officers

On smaller ships voidrunners are typically the only officers at the helm, but higher grade ships can attract new skillful crewmembers eager to serve and venture forth into the cosmos. Officers come from all walks of life, from science officers and security officers to chief engineers and ship counselors.

You may choose to hire officers. The maximum number of officers you may have is equal to your Prestige rating. Officers aren't the same as the general crew that maintain your capital ship.

Officers are loyal, dedicated to you, and help achieve your cause (whether by making exploration or travel easier, or aiding with void battles). Officers are not particularly suited to driving back an assault; they rarely participate directly in encounters, fading into the background and coming to the fore only when their particular skill is needed.

Voidrunners should take care to protect their officers. While they do not feature directly in combat encounters, officers can be killed (usually by a single attack).

Recruiting Officers

To recruit a follower you must be at a populated station or planet where recruitment is possible, and you must spend credits to hire them. Officers can be hired at the rates listed on Table: Officers.

When you hire a follower it is assumed that the amount paid is enough to accommodate the follower for the duration of the campaign. If for whatever reason you dismiss the follower, the Narrator may permit you to reclaim some of those credits. You do not regain any credits if the follower dies.

Each type of follower is ranked by experience, and grants different abilities or bonuses depending on that rank.

TABLE: OFFICERS

FOLLOWER'S SKILL	RECRUITMENT PRICE	BONUS
Inexperienced	500 cr	+4
Seasoned	2,000 cr	+6
Expert	5,000 cr	+9

Follower Types

Voidrunners can't do everything aboard a ship. The officers below are generally available for hire. In addition to the abilities granted below, an officer can perform attacks and skill checks in place of a voidrunner based on their skill level, as indicated in Table: Officers. If an attack or skill check must be made without the presence of a voidrunner or a follower officer, it is made at +2.

Engineer

An engineer is the master of the engine room, a technical wizard that can improvise, repair, and streamline machinery to get the absolute most out of a ship's engine. Many captains owe their lives and the lives of their crew to an engineer's quick thinking and mechanical knowhow.

All. An engineer optimizes engines to peak performance. Any engine deck crewed by an engineer has its power point limit increased to 4, instead of 3 as normal.

Inexperienced. Whenever your ship or a starfighter on board is repaired using the Repair journey activity, it regains an additional 25 hit points.

Seasoned. Whenever your ship or a starfighter on board is repaired using the Repair journey activity, it regains an additional 50 hit points.

Expert. Whenever your ship or a starfighter on board is repaired using the Repair journey activity, it regains an additional 100 hit points. In addition, the engineer may use the Scientific Jargon action (page 51) to instantly repair a critical malfunction on a deck they are crewing. Once a critical malfunction is repaired in this way, the engineer cannot do so again for the next week.

Hacker

The hull cannot protect from digital threats—it takes a hacker to keep tabs on enemy subterfuge and digital intrusion. With them it's even possible to go on the digital offensive, as even insurmountable enemies may have weak firewalls.

All. The power point cost of any system maneuvers made using an operations deck crewed by a hacker are reduced by 1 (to a minimum of 1 power point).

Inexperienced. As a world action, a hacker may attempt to counterhack any deck of a ship they are crewing or any hacked starfighter launched from it (computers +3).

Seasoned. The system maneuver DC of any system maneuver made using your ship's operations deck is increased by 1.

Expert. The system maneuver DC of any system maneuver made using your ship's operations deck is increased by 2.

Medic

There are seemingly infinite dangers lurking in space, and having someone around who can suture a limb back on can be invaluable. Skilled medics prevent unnecessary death and suffering, sometimes saving entire crews from catastrophe.

All. The power point cost of any system maneuvers made using a medical bay crewed by a medic are reduced by 1 (to a minimum of 1 power point).

Inexperienced. Once per round as a world action, a medic can automatically stabilize up to 1 creature they have access to on the same deck.

Seasoned. Even a brief checkup from a medic can get crewmembers back on their feet. Any ally that completes a short rest on your ship may roll one additional hit die when it spends hit dice to recover hit points.

Expert. The long-term care of a good doctor works wonders. Any ally that completes a long rest on your ship gains 5 temporary hit points.

Comms Officer

No plan ever survives contact with the enemy and in the chaos of battle a comms officer is a guiding voice, coordinating and informing both crewmembers and starfighters across the confused crises amidst the void.

All. The exertion point cost of any formation maneuvers is reduced by 1 for any starfighters launched from a capital ship crewed by a comms officer (minimum 0 exertion).

Inexperienced. Your ship gains an expertise die when performing the Signal journey activity.

Seasoned. Your ship gains a 1d6 expertise die when performing the Signal journey activity.

Expert. A calm and clear instruction can cut through all sorts of distractions. All crewmembers and pilots of starfighters launched from your ship are immune to the rattled condition while the ships comms are active.

Navigator

While there may be dozens or even hundreds of crewmembers keeping a ship running, there's ultimately only one person at the helm. The navigator holds the lives of their fellow crew in their capable hands, keeping the ship sailing true and reacting quickly to danger.

All. Your ship gains an expertise die on Dexterity saving throws.

Inexperienced. Your ship's Dexterity saving throw bonus is +3.

Seasoned. Your ship's Dexterity saving throw bonus is +4.

Expert. Your ship's Dexterity saving throw bonus is +5. In addition, an expert navigator can reduce the cost of a bridge system maneuver by 1 (minimum 0 power points). Once the cost of a maneuver is reduced in this way the navigator cannot do so again for 24 hours.

Scientist

Exploring the unknown inevitably means analyzing the mysteries found there—the remit of a scientist, someone who oversees incoming data and offers scientific insights on the utterly alien.

All. Once per day, the scientist can perform the Research journeying activity even if your ship does not have a science deck.

Inexperienced. Your ship's Science check bonus is +4.

Seasoned. Your ship's Science check bonus is +6.

Expert. Your ship's Science check bonus is +8. In addition, once per week the scientist can create and provide a scientific gear item or a tools item with a cost of 100 credits.

Security Officer

Particularly important on warships, security officers are trained to keep the peace and condition security teams, making them much more resilient to enemy boarders than typical crews.

All. When using boarding mass combat rules, crews with a security officer fighting alongside them roll a d8 for every 20 crewmembers (instead of a d6 as normal).

Inexperienced. A security officer is made of tougher stuff than most officers, and when an altercation takes place on your ship uses the statistics of a **cadet**.

Seasoned. When an altercation takes place on your ship your security officer uses the statistics of a **soldier**.

Expert. When an altercation takes place on your ship your security officer uses the statistics of a **marine**.

Counselor

While medical officers can tend to a spacefarer's body, sometimes the perils of the cosmos can wear down the psyche and the soul. A counselor keeps tabs on the crew's morale and helps to stave off madness wrought by the infinite void.

All. A counselor can detect any mental effects that persist more than 24 hours within any crew or voidrunner on board. This ability doesn't discern what the effect is or how to fix it, only detecting that there is some sort of mental or psychological issue with an individual such as imposed mental control, charm, fear, or mental stress effects.

Inexperienced. Whenever a creature onboard recovers from a level of strife performing the Destress journey activity, it recovers from up to 1 additional level of strife.

Seasoned. A creature that spends at least 14 days seeking counsel for at least an hour a day from your counselor may convert one long-term mental stress effect into a random short-term mental stress effect.

Expert. A creature that spends at least 30 days seeking counsel for at least an hour a day from your counselor may convert one indefinite mental stress effect into a random long-term mental stress effect.

Tactical Officer

Most fleets run crewmembers through tactical drills but it takes a clever tactical officer to swap strategies on the fly. A tactical officer monitors shields, coordinates weapon batteries, and whatever else it takes to keep the ship in the fight.

All. The power point cost of any system maneuvers made using a weapon deck crewed by a tactical officer are reduced by 1 (to a minimum of 1).

Inexperienced. When your ship rolls to recharge its shields and fails to roll a recharge, reroll that die and take the new result. Once this ability is used it cannot be used again for the remainder of that combat.

Seasoned. The DC of any system maneuver made using your ship's weapon deck is increased by 1.

Expert. The DC of any system maneuver made using your ship's weapon deck is increased by 2.

Starfighters

Utterly dwarfed by the massive capital ships, starfighters are typically designed for only a single pilot but this designation applies to any smaller spacecraft. Shuttles, dropships, bombers, and of course traditional short-range assault vessels all fall under the starfighter designation.

For many pilots a starfighter is practically an extension of themselves, a tool for conducting missions and battles as integral as an ancient warrior's armor or sword. Entering a starfighter's cockpit costs half your movement and can be performed once per turn.

While you are piloting a starfighter:

- Whenever you make an attack, you may do so using a weapon mounted on your starfighter.
- You may move the starfighter up to the starfighter's movement speed (slow, average, or fast) in place of your movement for your turn.
- If you are conscious, your starfighter's AC increases by an amount equal to your Dexterity modifier.
- You may perform starfighter maneuvers using your starfighter.

UNITY'S JOY STARFIGHTER

HP 150
Speed Average
AC 12 + Dex
Saving Throw Dexterity
Crew 1 pilot and 1 gunner

WEAPON MOUNTS

› ***Light blaster cannon.*** *Ranged Weapon Attack*: 1f, short range, assault. *Hit*: 14 (4d6) fire damage.

› ***Single sonic torpedo launcher.*** *Ranged Weapon Attack:* 1f, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) sonic damage.

While you are crewing a starfighter but not as the pilot:

- Whenever you make an attack, you may do so using a weapon mounted on your starfighter.
- You may perform any other activities of which you are capable using your normal action allotment.

Weapons

Weapons on starfighters are not meant for extremely precise targeting, and you have disadvantage on attacks made using a starfighter's weapon at targets of Large size or smaller.

Weapons can be operated by anybody aboard the fighter as an attack action. Each weapon can only be used once per round. Starfighter weapons use the attacker's Dexterity modifier for attack and damage rolls.

Armor Class

Each starfighter has an AC that determines how difficult it is to hit with attacks. The AC is modified by the pilot's Dexterity bonus.

Hit Points

When a starfighter is reduced to 0 or fewer hit points it is destroyed. If you are aboard a starfighter when

it is destroyed you are ejected from the cockpit, and, assuming you were operating in space, you are immediately subjected to the rules of both zero-Gs and a hard vacuum (see Space Encounter Elements in Chapter 4: Space Exploration).

Repairing Starfighters

Compared to repairing the damage of a capital ship, repairing starfighters is a simple patch job for even novice pilots and engineers—if they're willing to put in the time. Whenever you take a long rest with access to a starfighter, you can spend part of that time repairing it. When you do, the starfighter regains hit points equal to 50% of its maximum hit points and you do not gain the benefits of the long rest.

Alternatively, most stardocks fully repair a damaged starfighter at the cost of 25 credits.

Speed

Unlike capital ships, most starfighters are incapable of FTL speeds and have a single defined impulse speed of slow, average, or fast.

IMPULSE SPEEDS

The impulse movement speeds of ships and space-faring creatures are described as **slow**, **average**, and **fast**.

Creatures that are in the cockpit of a starfighter or are at the helm of a capital ship are considered to be helming a ship.

- A creature with a **slow** speed or that is helming a ship with a slow speed requires both its movement and its action on its turn to travel from one combat zone to an adjacent combat zone.
- A creature with an **average** speed or that is helming a ship with an average speed can move from one combat zone to an adjacent combat zone by using its movement on its turn.
- A creature with a **fast** speed or that is helming a ship with a fast speed can use its movement to move from one combat zone to any other combat zone in the same sector (even if those combat zones aren't adjacent).

Immunities

As devices, starfighters are immune to poison and psychic damage. Unless the source is a hacking maneuver, they are immune to the blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions, as well as any other effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw. These immunities do not apply to a starfighter's pilot, only the craft itself.

Saving Throws

Unlike most objects, starfighters make Strength, Dexterity, and Constitution saving throws as if they were creatures against effects that would call for them. However, passing or failing these saves has more to do with the pilot than it does the hardware. Whenever a starfighter would be required to make a Strength, Dexterity, or Constitution saving throw, it uses the correlating score of its pilot.

A starfighter's Wisdom saving throw bonus is +0 unless otherwise noted.

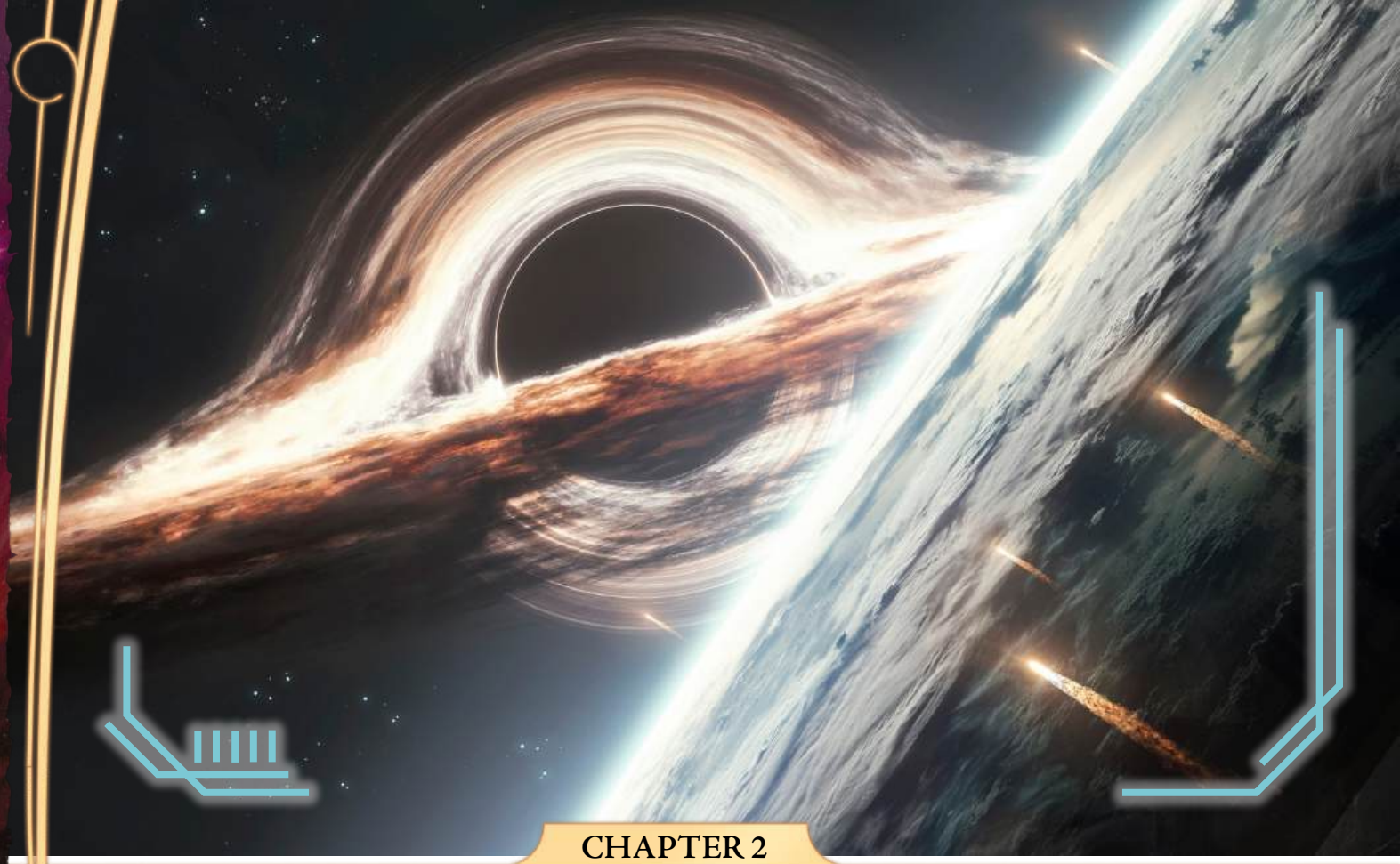
Many starfighters are particularly nimble, tough, or can otherwise better resist certain threats than other ships. When you make one of the listed saving throws with a starfighter, you gain an expertise die from the ship's inherent quality.

Special Abilities

Some starfighters have special features available to them.

Cruise. As an action while piloting this ship, you can enter cruise mode, increasing its speed by one category, to a maximum of Fast. While cruising, you can't use any of your ship's weapons.

Co-Pilots. This ship can have co-pilots up to the listed number. Co-pilots can't control the movement of the ship unless the primary pilot is incapacitated or absent, but can activate weapons that haven't been activated since the end of the primary pilot's most recent turn.



CHAPTER 2

Space Exploration

- *'Have living things ever gazed into the majesty of this star?' the pilot wonders to herself. She reflects that to explore space is to behold the truly unknown, and to experience the wonders and horrors of a beautiful and indifferent cosmos. What could be better?*

- *The voidrunners puzzle over the star charts—with the rise in pirate activity the asteroid belt is no longer a safe route. And who knows what could be lurking in that nebula. Can their shielding hold against the heat of the Quantis star cluster? Is that distress signal legitimate or just a pirate trap? Even in the vastness of space their options seem limited to different dangers at every turn.*

- *The science officer is stumped—no physical laws seem to support the phenomenon before them. Is it a gateway? A trap? Or just some random quirk of physics breaking down the preconceptions of reality? They're unsure, but the captain orders the ship forward at low impulse, and it looks like whatever it is they're about to find out firsthand.*

Exploring the vastness of space is a far different experience from exploring a landscape, and traveling via starship has unique journeying and exploration rules.

Navigating Space

Unlike a planetary wilderness where any number of mountains, rivers and other obstacles may obscure the horizon, space is mostly a vast emptiness with nothing to keep explorers from charting the stars long before they can even dream of reaching them. As such, voidrunners are always aware of what region of space they're in (barring wormholes, teleportation accidents, and other forces that could send ships to unknown regions of space) and the mystery lies in the time it takes them to reach their destination, and the challenges that they face along the way.

Voidrunners are aware of adjacent regions and they can journey from region to region, making choices along the way. For example, the party might be in a Luminous Nebula with looted salvage, and then need to decide between a course that takes them through Treacherous Asteroids, the dangerous heat of a Raging Maelstrom, or through Sheltered Spacelanes where their salvage might be confiscated before reaching the station where they can offload the goods.

SOME USEFUL DISTANCES

On average, stars tend to be scattered at distances of about 5 light years from each other. The examples below come from our own universe.

EXAMPLE	DISTANCE
Earth to Sun	1 AU
Neptune to Sun	30 AU
Sol to Proxima Centauri	4 LY
Sol to Rigel	773 LY
Milky Way diameter	100,000 LY
Andromeda Galaxy	765 KP

Travel Pace

Voidrunners typically travel in a single capital ship or sometimes a small collection of capital ships. Capital ships are considered havens and can be run constantly and unless threats are encountered ships with full crews can travel constantly for 24 hours a day while allowing for crew members to rest normally. Starfighters normally travel too slowly to make any meaningful progress between the stars (unless equipped with FTL drives) and usually make the journey docked. The travel pace is set by the slowest ship in the group and the speed technology of the setting.

Each FTL capable ship has a FTL speed rating that it typically travels at, a flat number per day with a unit of measurement determined by the setting's speed technology, with each technology level providing dramatically different speeds.

- **Interplanetary Travel.** In an interplanetary setting, speeds are measured in Astronomical Units (AU) per hour. 1 AU is the distance from the Earth to the Sun, although in your setting it might be the distance between two other 'standard' bodies. It is equal to about 100 million miles. Interplanetary speeds are usually slower-than-light, and are not suited for traveling between stars–light speed is equal to an interplanetary speed of of about 8. Depending on your setting, you might choose to limit interplanetary speeds to 8 or less..
- **Interstellar Travel.** In an interstellar setting, FTL speeds represent a cube of the speed of light. FTL-1 is light speed, FTL-2 is 8 times light speed, FTL-3 is 27 times light speed, and so on.
- **Intergalactic Travel.** In an intergalactic setting, FTL speeds are 1,000 times faster than a setting with interstellar speeds. FTL-1 is 1,000 times light speed, FTL-2 is 8,000 times light speed, and FTL-3 is 27,000 times light speed.

There is no upper limit to FTL speeds, but in most settings speeds from 1-20 are typical.

For example, a voidrunner crew traveling in a

ship with an FTL speed of 12 in a setting with **interstellar** travel technology is traveling at 1,728 times the speed of light. It would take the starship about 60 years to cross the *Milky Way* galaxy. Using **intergalactic** travel speeds that same ship could cross the galaxy in about 22 days.

TABLE: APPROXIMATE TRAVEL TIMES AT INTERSTELLAR SPEEDS

FTL	1 LIGHT YEAR	NEIGHBORING SYSTEM	ACROSS THE GALAXY
1	1 year	5 years	100,000 years
2	45 days	230 days	12,500 years
3	2 weeks	68 days	3,700 years
4	1 week	1 month	1,500 years
5	3 days	2 weeks	800 years
6	1.5 days	9 days	460 years
7	1 day	5 days	290 years
8	17 hours	3.5 days	195 years
9	12 hours	2.5 days	140 years
10	9 hours	1.8 days	100 years
11	6 hours	1.4 days	75 years
12	5 hours	1 day	60 years
15	2.5 hours	12 hours	30 years
20	1 hour	5 hours	12 years
50	4 minutes	20 minutes	290 days
100	30 seconds	2.5 minutes	1 month
200	4 seconds	20 seconds	5 days
500	0.2 seconds	1 second	7 hours

TABLE: APPROXIMATE TRAVEL TIMES AT INTERGALACTIC SPEEDS

FTL	1 LIGHT YEAR	NEIGHBORING SYSTEM	ACROSS THE GALAXY
1	9 hours	44 hours	100 years
2	1 hour	5 hours	12.5 years
3	20 minutes	1.6 hours	3.7 years
4	8 minutes	40 minutes	18 months
5	4 minutes	20 minutes	290 days
6	2.5 minutes	12 minutes	170 days
7	90 seconds	8 minutes	100 days
8	1 minute	5 minutes	70 days
9	40 seconds	3.5 minutes	50 days
10	30 seconds	2.5 minutes	36 days
11	20 seconds	2 minutes	27 days
12	18 seconds	90 seconds	20 days
15	9 seconds	45 seconds	10 days
20	4 seconds	20 seconds	5 days
50	0.3 seconds	1.2 seconds	7 hours
100	0.1 seconds	0.5 seconds	1 hour
200	nr. instant	nr. instant	7 minutes
500	nr. instant	nr. instant	0.5 seconds

Tracking Fuel and Supplies

In many settings space travel is fueled by antimatter, rare crystals, nearly magical isotopes, or good old fashioned uranium. People on the other hand tend to still run on food and water.

- 1 Supply contains enough energy or fuel to power the engines and enough food and water for all of the crew of a grade 1 capital ship for 24 hours. Capital ships can carry enough Supply for one month of travel unless otherwise noted.
- 1 Supply costs 10 cr, though it may cost more or less at the Narrator's discretion.
- Capital ships require Supply even if they don't travel far or utilize their engines constantly, as they require fuel for numerous systems including gravity, life support, general power, and food.
- Capital ships of higher grades require more Supply to operate for the same duration as shown on Table: Supply by Ship Grade.
- Additional Supply can be stored in specially designed cargo holds. A Supply hold can store up to 1,000 Supply in addition to that allowed by the ship's grade.

Matter replicators. Matter replicators are an advanced technology. Starships with matter replicators reduce their daily Supply requirement by half. As an advanced technology, matter replication technology is only available at the Narrator's discretion.

Running out of Supply. When a starship runs out of Supply, it needs to restock. The starship does not function as a haven when it does not have enough Supply for one day. Additionally, the ship is unable to move when it has zero Supply. Finally, all voidrunners, followers, and crew gain a level of fatigue when they take a long rest without sufficient Supply.

Starship and party Supply. When on land, voidrunners need daily Supply as normal (See *Trials & Treasures*). Starship Supply and party Supply are not interchangeable–voidrunners can't eat trilithium crystals or antimatter–but every unit of starship Supply does contain 10 units of party Supply in the form of food and other consumables. Starship Supply can be converted to party Supply in this manner, but party Supply cannot be converted to starship Supply.

TABLE: SUPPLY BY SHIP GRADE

SHIP GRADE	SUPPLY USAGE	SUPPLY LIMIT
1	1 Supply every 24 hours	30
2	2 Supply every 24 hours	60
3	4 Supply every 24 hours	120
4	8 Supply every 24 hours	240
5	16 Supply every 24 hours	480
6	32 Supply every 24 hours	960
7	64 Supply every 24 hours	1,960
8	128 Supply every 24 hours	3,480
9	256 Supply every 24 hours	7,680
10	512 Supply every 24 hours	15,360
11	1,024 Supply every 24 hours	30,720
12	2,048 Supply every 24 hours	61,440

Flying Stealthily

There is little to hide behind in the vastness of space but when a crew needs to traverse the void without drawing attention there are still options. Ships wanting to fly stealthily can choose to evade scans, run silent, and mask signatures.

When flying stealthily a ship's impulse speed is reduced by 1 category (minimum slow) and its FTL speed is reduced by half (minimum 1). The creature helming the ship may make a Stealth check to Hide.

Space Journey Activities

Voidrunners have the option to participate in activities while traveling through space in order to improve the conditions of their journey, learn new information, or prepare better for the threats that lie ahead of them. However, space is mostly empty and the activities they can perform are limited by what decks their ship is outfitted with. Journey activities that require a specific deck to perform are marked with their prerequisite deck and cannot be performed if the required deck is critically damaged.

Difficulty Class. The DC of a space journey activity is based on the region's tier: tier 0—DC 10, tier 1—DC 12, tier 2—DC 14, tier 3—
DC 16, tier 4—DC 18. Depending on the region, some journey activities are made with either advantage or disadvantage.

Modifying DCs. The Narrator can raise the DC on a space journey activity based on extenuating circumstances.

Voidrunners choose one activity to undertake per region. They are assumed to be primarily engaged with that activity while the ship travels through that region.

When making an ability check for a journey activity, a voidrunner may achieve a success or a failure, or a critical success or a critical failure, each with a different outcome.

Cure

Prerequisite: *Medical Bay*

A medical bay doesn't run itself, and there are always patients in need of treatment. A voidrunnner can make a Medicine check to keep the medbay running smoothly and ensure the crew gets all the medical care they need.

Critical Failure. The medbay cannot keep up with crew attrition and–worse–seems to be hindering rather than helping. The ship loses 5% of its crew to an outbreak of an illness and all crew gain 1 strife.

Failure. The medbay is poorly run and has no appreciable effect on the crew.

Success. A competently run medbay ensures that the crew is healthy. All ship operations gain an expertise die while in this region.

Critical Success. The crew is at the peak of medical health, and the voidrunners all gain 10 temporary hit points after each long rest taken in this region. Additionally, the next time each voidrunner would gain a level of fatigue, they do not gain fatigue.

Mine

Prerequisite: *Mining Haul*

The asteroid mining life is difficult but with a properly equipped ship it can be well worth the risk. Voidrunners traveling through asteroid fields or material-rich dust clouds can pick out and capture the more promising bits of drift for mining, though the outcome relies on knowing what to mine and where. A voidrunner can attempt mining by making an Engineering or Survival check.

Critical Failure. The mining venture is not only unsuccessful but key machinery malfunctions. The mining haul used to make this attempt gains the *deck damaged* critical malfunction and cannot be used to attempt this journey activity again until repaired.

Failure. The raw material harvested results in nothing but useless chaff.

Success. The valuable ore is rich but sur-

rounded by chaff. Once all the chaff is ejected into space the hopper is half full of the desired material (500 tons of the desired material worth 500 cr now sits in the mining haul).

Critical Success. The ore is rich and plentiful. After a full day's work the hopper is completely full of what you've been mining for (1,000 tons of the desired material worth 1,000 cr now sits in the mining haul). Additionally, roll on the Boons & Discoveries table.

Repair

Capital ships may be left limping their way through the void after a fight, and without a convenient stardock it sometimes necessitates improvised repairs. A voidrunner and much of the crew can attempt to patch up damage to a starfighter or capital ship using whatever is on-hand with an Engineering check. A ship can only benefit from one Repair activity at a time. Multiple voidrunners can attempt the check together, and each additional voidrunner who is proficient in Engineering adds an expertise die to the check.

Critical Failure. The repair attempts are misguided and futile and the ship suffers a critical malfunction (see page 82).

Failure. The repairs are slow-going and hampered by either a lack of materials or skill. The ship does not benefit from the activity.

Success. The repair work is steady and damaged systems begin to function normally again. The ship regains up to 25% of its maximum hit points.

Critical Success. The engineering work is relentless and genius, bypassing irreparable parts with genuinely inspired designs and techniques. The ship regains up to 50% of its maximum hit points, and one critical malfunction of the voidrunner's choice is repaired.

R&R

Spending a journey recuperating from mental and physical stress is a valuable activity. A voidrunner might read, use a holosim, or engage in a hobby, making a Wisdom check in order to benefit from the relaxation. If the ship has a recreation deck, they make this check with advantage.

Critical Failure. The voidrunner fails to relax, and becomes even more stressed than before. They gain a level of strife.

Failure. The voidrunner remains just as stressed as they were before.

Success. The voidrunner lowers their strife level by 1 for every day they spend on this activity.

Critical Success. As a success. In addition, the next time the voidrunner might gain a level of strife, they may choose to not gain that level of strife.

Research

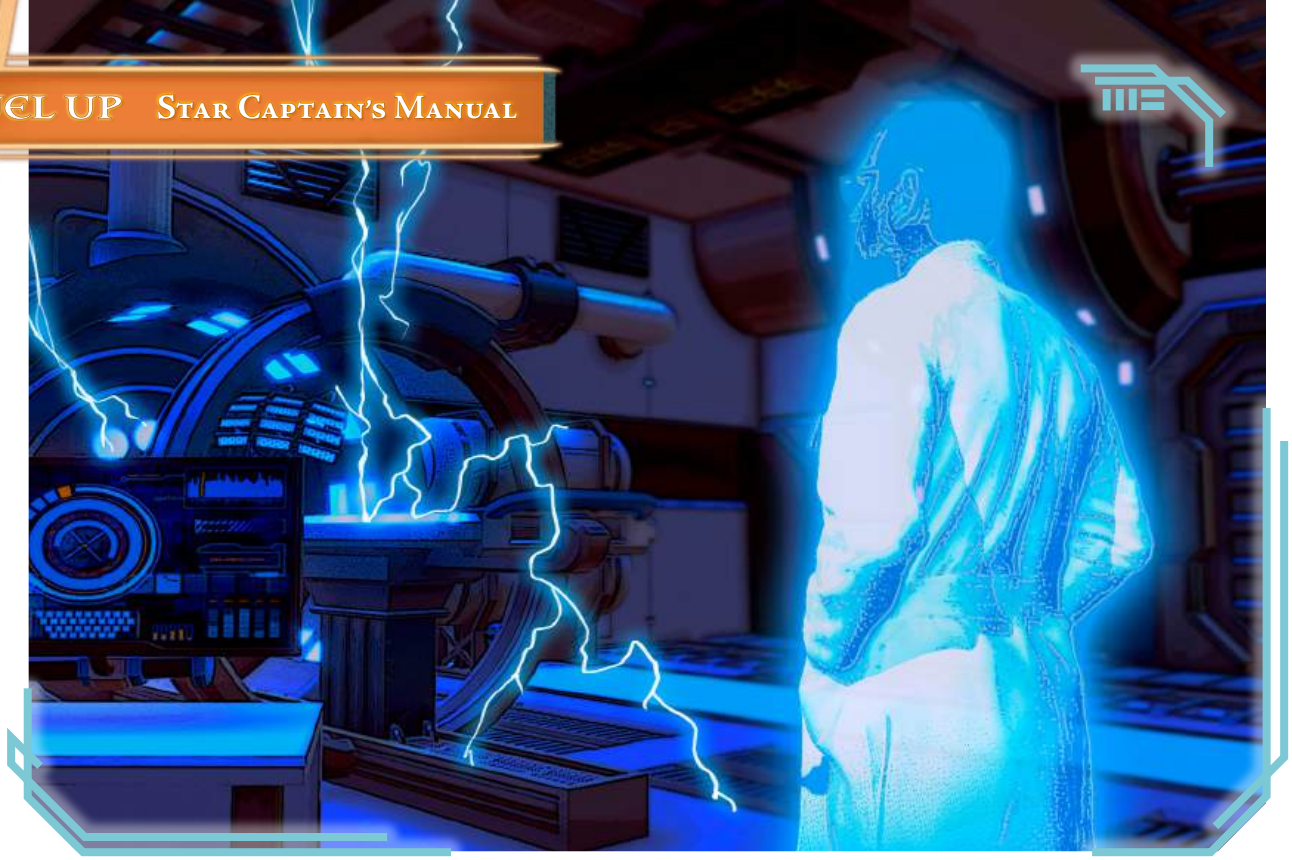
Prerequisite: *Science Bay*

A voidrunner can attempt to learn new information about a creature, a phenomenon, a planet, or any other subject that they have a specimen of or that they can directly or indirectly observe with a Science check.

Critical Failure. The voidrunner causes some kind of action in the science bay which damages it. Until it is repaired, that deck cannot be used to make system actions.

Failure. The voidrunner is unable to learn anything new about the subject.

Success. The voidrunner learns a previously unknown fact about the subject (assuming there was anything the voidrunner didn't already know). Examples of this information include the



"legends and lore" information of a creature, a potential exploration challenge present in a region, or the mechanical effects of a substance or item.

Critical Success. As a success, but the voidrunners learn vital information, such as a creature's damage resistances or immunities. Alternatively, they learn information on a nearby treasure. Roll on the Boons and Discoveries table.

Training

Prerequisite: *Training Room*

Whether target practice, sparring with a partner, practicing martial katas, or training against holographic opponents in a highly detailed scenario, combat training is an excellent way to keep your edge sharp and prepare for incoming challenges. However, focusing too much on violence might dull your effectiveness on more peaceful endeavors. Voidrunners can attempt to holotrain by making either an Acrobatics or Athletics check.

Critical Failure. The voidrunner is numbed by violence. Their Culture, Deception, History, Investigation, Nature, Persuasion, and Religion checks are made at disadvantage until the end of their next combat encounter.

Failure. A fight breaks out between two voidrunners selected at random. Each suffers 1d6 points of damage per tier.

Success. The voidrunner gains a +1 bonus on initiative checks during their next combat encounter.

Critical Success. The voidrunner gains a +1 bonus on initiative checks, attack rolls and damage rolls during their next combat encounter.

Salvage

In areas with frequent space combat or other dangerous factors it is possible to salvage resources and items by carefully investigating any space hulks you pass by. Salvaging is a dangerous job however, and flying between clouds of wreckage and debris is always a risk. Voidrunners can attempt to salvage by making an Acrobatics, Athletics, or multiscanner check.

Critical Failure. The voidrunner is trapped and injured by twisted wreckage. The voidrunner suffers a level of fatigue, a level of strife, and whatever armor they were wearing while they were attempting the salvage becomes damaged.

Failure. Nothing of value is found and the salvager's suit is damaged in the process.

Success. Much needed supplies are found

among the wreckage. You gain 1d4 Supply.

Critical Success. Something wonderful is found within the wreck. Roll on the Boons and Discoveries table.

Scan

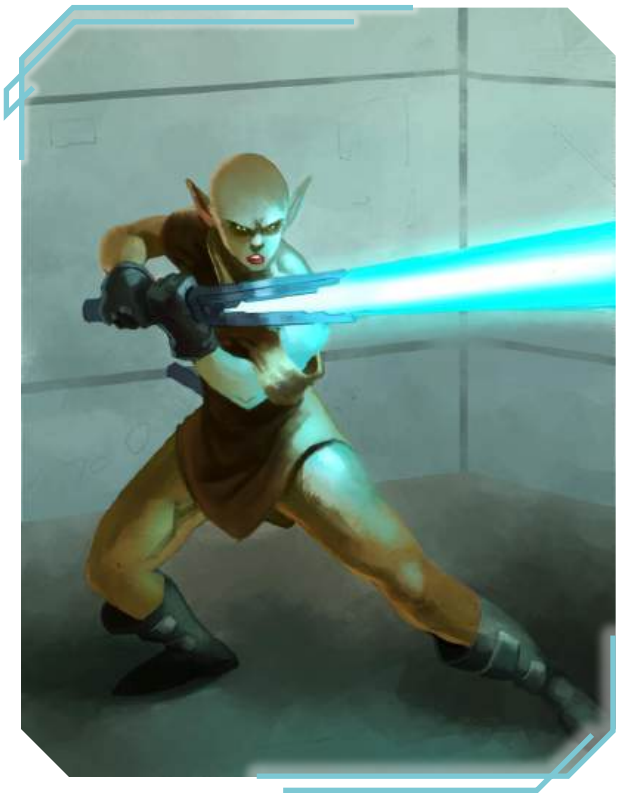
The void is vast and mostly empty, but by scanning the right frequencies it's possible to pick up chatter, distress calls, or forewarning. Scanning is a general term for numerous different different devices collectively casting a wide net for whatever they end up detecting. A voidrunner can spend their time monitoring the scanners with a computers check.

Critical Failure. The voidrunner completely misinterprets the readings and comes to an incorrect conclusion of what awaits them out in the void, chosen at the Narrator's discretion.

Failure. The voidrunner fails to pick up any useful signal or reading.

Success. The voidrunner diligently monitors the scan data and detects any signals being broadcast within 1 day's travel time of their ship's maximum FTL speed. In addition, if the Intelligence check is equal to or higher than any hidden ships or spacefaring creatures within that range, their presence is also detected.

Critical Success. As a success, but a discovered signal also leads the voidrunners to something valuable. Roll on the Boons and Discoveries table.



Signal

Sending a signal out into the void is dangerous. It can be an easy way to meet new trade partners or find new worlds, but it can just as easily be a dinner bell for predators and pirates alike looking for an easy opportunity. Sometimes though, a distress signal is the only option left to voidrunners stuck adrift. A voidrunner can record and send out a wide-spectrum signal to anything listening with a Charisma check.

Critical Failure. The voidrunners attract life-threatening attention and must fight their way through a hard matchup combat encounter determined by the Narrator, or taken from the combat encounters of the region.

Failure. The voidrunners attract unwanted attention and must fight their way through a medium matchup combat encounter determined by the Narrator, or taken from the combat encounters of the region.

Success. The voidrunners attract friendly or at least not overtly hostile attention and experience an encounter determined by the Narrator or taken from the list of encounters.

Critical Success. As a success, but the response to the voidrunners' signal is especially generous. Roll on the Boons and Discoveries table.

Trade

Everybody always needs something. In populous sectors it can be possible to get whatever you need with a bit of starting capital and a knack for haggling. Voidrunners can attempt trading so long as they have items worth at least 25 cr that they'd like to trade by making a Persuasion check.

Critical Failure. The voidrunner is swindled, they lose whatever items they traded, and what they gained is revealed to be fraudulent or otherwise useless junk.

Failure. The voidrunner gets outhaggled, they

lose whatever items they traded, and gain only commonly available items worth no more than 75% of what they traded.

Success. The voidrunner makes a successful and equitable trade. They lose whatever they traded and gain commonly available items of an equal or lesser value than what they traded away.

Critical Success. The voidrunner haggled well and left richer than they started. They lose whatever they traded and gain commonly available items worth up to 25% more than what they traded away.

Regions of Space

Space is mostly infinite darkness and nothing, but what *is* floating around in the cosmic mess can be quite exciting. The following section includes regions of space your voidrunners might need to traverse as they explore the universe.

Tiers

Each region of space is designated with a tier (from 0–4) which corresponds with the adventuring tiers of play introduced in the *Adventurer's Guide*. Any region can be any tier, but some regions lend themselves towards certain ends of the scale.

The combination of region and tier allows for a wide array of building blocks with which to build your setting. A region's tier determines the difficulty of the challenges encountered within. Exploration and monster encounter tables are all categorized by tier, making it easy to select tier-relevant encounters.

Planets

Each region of space has several general types of planets that are likely to be encountered within them. Most of these planetary types correspond to an existing terrain type, such as a desert planet corresponding to desert terrain or a jungle planet corresponding to jungle terrain. Not all planets are locked to a single environmental biome though and Narrators are free to include whatever planets they'd like in their setting in any regions.

A Sense of Scale

At FTL speeds, regions do not affect starships. The vessels are moving far too fast to interact with an asteroid field or a coronal ejection, and will typically be traveling through the near-empty void. However, once a ship exits FTL speed, it may be affected by local phenomena.

Anomalous Wilds

Voidrunners who seek out strange new worlds must be prepared to witness curiosities uncharted and oddities unimagined. One might wonder how the void's vast emptiness could have 'hidden corners', but there are places where spacetime bends back on itself, where the laws of physics have been repealed, and where the very conception of 'reality' is revealed to be as worthless a protection as a child's blankie.

Anomalous wilds feature the strangest of cosmic phenomena: anomalies, weird physics, space-time fissures, temporal rifts, and more. Choose or roll 1d4 to determine the most prevalent in this region: 1–gaseous anomaly, 2–spatial anomaly, 3–subspace anomaly, 4–temporal anomaly.

Planets. Planets in anomalous wilds tend to verge on the bizarre. Whenever voidrunners first land on a planet in anomalous wilds, randomly determine 1d4 encounter elements present in the world.

Tiers. The strange is not necessarily more liable

to kill you, so while anomalous wilds are rarely understood, they can be any tier.

Journey Activities. Anomalous space is a scientist's dream. The Research activity is made at advantage. On a critical success, the voidrunners make some kind of new discovery.

Space Fever. Prolonged exposure to anomalies can dismantle one's sense of truth. When in an area of anomalous wilds of tier 1 or 2, characters suffer a level of strife every day unless they succeed a DC 10 Wisdom saving throw. In regions of tier 3 or 4, they make the save with disadvantage.

Unknown Unknowns. Voidrunners suffer disadvantage on Intelligence-based checks to understand or interact with things in anomalous wilds.

Treacherous Asteroids

An asteroid field is a region that contains a great many irregularly shaped rocky bodies which present a navigational hazard to travelers. Some asteroids are big enough to be considered dwarf planets, but most are a lot smaller than that, often smaller than a starship.

Some asteroid fields are formed by dead nebulae, while others might become solar systems in the distant future, filled with planetesimals and protoplanets. Gravitational perturbations from nearby planets usually imbue the protoplanets with so much orbital energy they don't accrete into a planet.

Planets. Desert, subterranean. Aside from dwarf planets, some smaller asteroids with artificial atmospheres can be inhabited.

Tiers. Many asteroid fields tend to be tier 1. The further away they are from inhabited planets, the higher the tier tends to be.

Journey Activities. Voidrunners gain advantage on checks made to perform the Mine journey activity.

Collision Hazard. So many giant rocks lying around make maneuvering extremely difficult. All checks made while piloting or helming a ship suffer disadvantage in an asteroid field. If a check failed in this way results in critical failure, the ship suffers 6d6 bludgeoning damage per tier.

Mineral Interference. It's impossible to know all minerals contained in all asteroids in such a field. Proximity to FTL engines causes many of these lesser known minerals to vibrate and interfere with communications. Any failure with communication equipment counts as a critical failure in an asteroid field.

Raging Maelstrom

There are parts of the void which are so hazardous that most vessels steer clear. Funnel clouds, plasma storms, energetic vortices, ionic discharges, electromagnetic distortions, thermobaric clouds, coronal ejections, supernova remnants, black hole accretion disks, and worse batter those ships which brave such regions. However, this also makes these regions excellent for those who don't want outsiders bothering them or who absolutely positively need to shake pursuit.

Planets. Planets in a raging maelstrom tend to be hotter than most lifeforms can tolerate. Even the most livable tend to experience the effects of extreme heat, and may be largely covered in lava or other substances that are so hot that they are functionally similar.

Tiers. Raging maelstroms are usually tier 3

or 4.

Journey Activities. Repairs are particularly difficult while the metal is being scorched. Repair checks are made with disadvantage in this region.

Energetic Bursts. Whether a coronal mass ejection, radiation from a singularity's event horizon, or a stream of antiparticles from a slipspace rift, vessels in raging maelstroms might have mere minutes to detect and evade destructive blasts of energy.

For each day spent in this region, the starship pilot makes a Dexterity saving throw; on a failed save, the ship suffers 6d6 heat damage. On a critical failure, the ship also suffers a critical malfunction (see page 82).

Searing. The entire region is considered an area of high heat and many are considered an area of extreme heat.

Sunblind. It can be nearly impossible to pick out even a capital ship or space station against the light of a star. Without advanced sensors or an operations center, ships treat any starfighter or any capital ship of grade 2 or below in different sectors as invisible, and all vessels gain an expertise die on Stealth checks.

Deep Void

Space is vast, ever-growing and empty. Some regions, however, are so plagued by conflicting gravitational forces that they become a huge black sea of nothingness. Even light can have difficulty penetrating a deep void, dangerous areas where survival is uncertain and rewards are minimal.

Planets. None. No planet can be found in a deep void.

Tiers. Deep voids tend to be tier 3 and above.

Journey Activities. Salvaging, trading, and mining are impossible in this impenetrable void, as are the scanning and signaling activities. R&R is made at disadvantage as the perpetual gloom saps the spirits of the voidrunners.

Impenetrable. The darkness of a deep void cannot be penetrated by light, signals, communications, or sensors. Outside the ship, all is black, and no signal can get in or out.

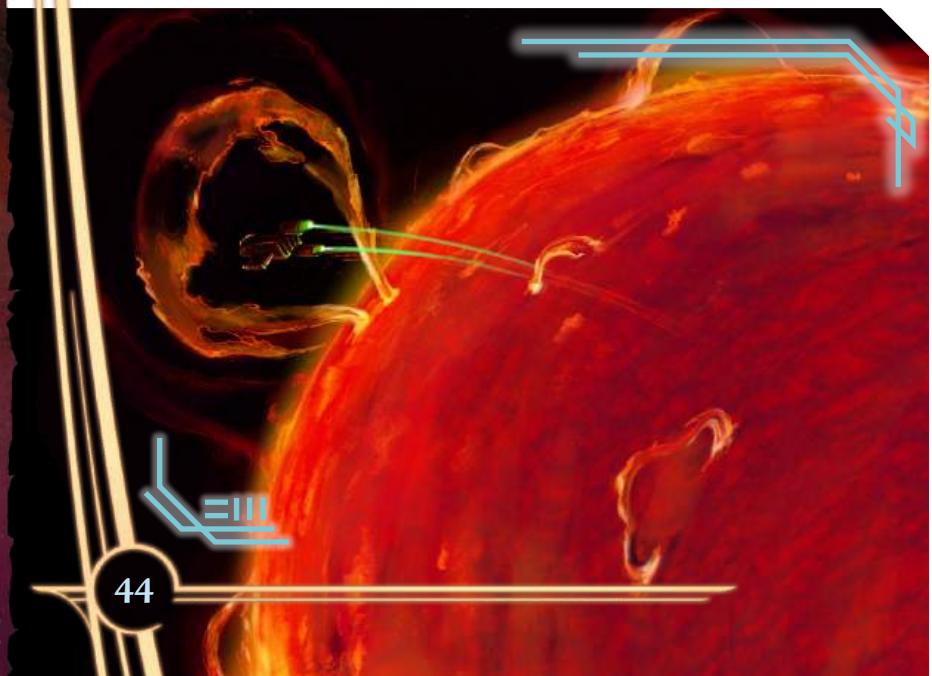
Soul-sapping. The intense gloom makes it impossible to recover levels of strife, even if in a haven.

Luminous Nebula

Nebulous space encompasses diffused astronomical objects, most usually a body of interstellar clouds, typically composed of cosmic dust and ionized gasses. These nebulae are usually associated with stars and illuminated by starlight. Less advanced detection measures might misclassify some galaxies as nebulae.

Planets. Few planets are found in a luminous nebula. Those that are found in these regions tend to be deserted gas dwarfs. However, sometimes an entire civilization can be found on a world within a nebula, unseen to the outside galaxy.

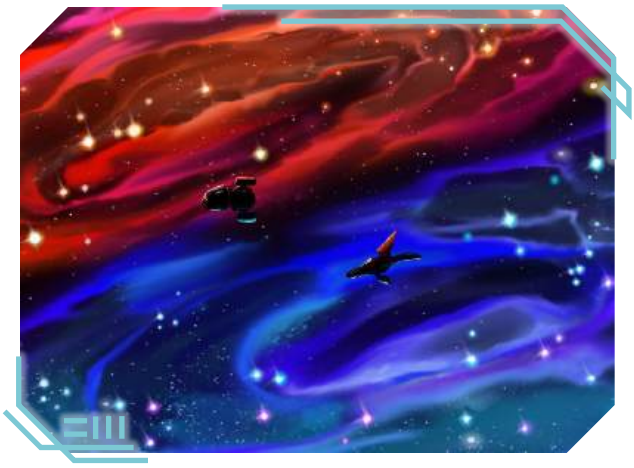
Tiers. Luminous nebulae tend to be tier 2 and above.



Journey Activities. The Scan and Signal journey activities are not available.

Gas Lottery. The composition of any given sector of nebulous space is unpredictable. It could be filled with noxious fumes able to corrode engines from the inside or it could be harvested into fuel or even food ingredients. Voidrunners quickly came to call this phenomenon "the gas lottery."

Each day in nebulous space roll



a d20. On a roll of 1, the ship loses 3 Supply times the region's tier (minimum 1). On a roll of 2–11, it loses 1 Supply times the region's tier (minimum 1). On a roll of 12–19, nothing happens. On a roll of 20, it gains 1 Supply times the region's tier (minimum 1).

Hiding. When in a nebula, all Stealth checks made by starships are made with advantage, and all Perception checks are made with disadvantage.

Sheltered Spacelanes

Law enforcement out in space is difficult and expensive. Training personnel by itself is a challenge, since it requires being apt for space travel and being apt for law enforcement; both difficult tasks that demand qualified individuals. Most of the time, patrolling space isn't really worth the trouble; it's very hard to cover so much ground, and the benefits lend themselves to diminishing returns. Usually, sheltered spacelanes are areas controlled by powerful federations with incredibly deep pockets or strict and secretive governments that want to avoid prying eyes at all cost.

Planets. Sheltered spacelanes are usually filled with inhabited planets.

Tiers. Sheltered spacelanes tend to be tier 0 or 1, though special circumstances may mean one has a higher tier.

Journey Activities. Signal and Trade checks are made with advantage in sheltered spacelanes.

Vigilance in the Void. Any communications in sheltered spacelanes can be easily intercepted by the Fleet. Cryptography is a must for those who want to keep their secrets.

Call Emergency! After 3 rounds of starship combat, there is a 50% chance every subsequent round that it will be interrupted by the arrival of a Fleet patrol. The patrol arrives after everyone has taken their actions for the round and it rolls initiative for the next round. The patrol consists of one capital ship or a squadron of 2d6 starfighters.

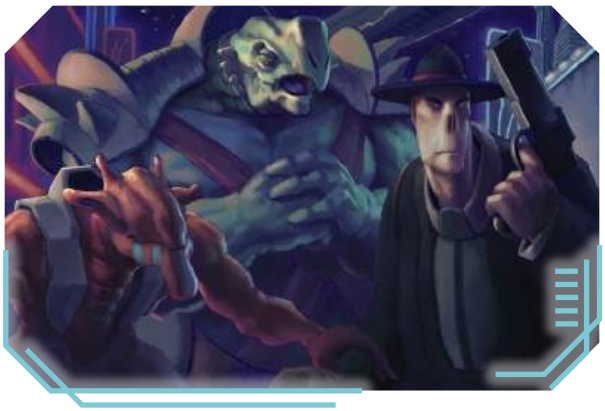
Lawless Reaches

In some areas of the void, travelers need to be careful. These are the places where the rule of law has little sway, and where interstellar federations have no jurisdiction. Galactic frontiers and neutral zones between warring empires are home to petty warlords, pirates, and those who are running from something. Amongst the bandits and other ne'er-do-wells roam bounty hunters, seeking those who have fled from the law elsewhere.

Planets. A full range of planets exists in a lawless reach.

Tiers. Lawless reaches are dangerous places and tend to be tier 2 or higher.

Journey Activities. The trading activity is made at advantage in a lawless reach; however, the consequences for failure are worse. On a failure the voidrunners lose whatever items they traded and gain nothing in return, and on a critical failure they lose 50% of their ship's current Supply.



No Law. There is no law enforcement in a lawless reach, no appeal to authority, and no protection from pirates or other criminals.

Anything For Sale. Almost anything can be acquired in a lawless reach, even if it is illegal elsewhere. Additionally, for the right price, any service can be purchased.

Social Encounters

Social encounters are a possible outcome on exploration tables, along with monster encounters, exploration challenges, and astronomical scenery. Individual names and heritages for people met during interstellar or planetary exploration can be chosen or rolled randomly. The Narrator should feel free to change or embellish the encounters as necessary (especially to make a result more clearly take place on a planet or in space), and to reject any that are not suitable for the current location or situation.

1d100	
1	A pod of astral whales excited to share gossip.
2	A patrol of military grade starships here to warn the party about a dangerous entity.
3	A ship packed with refugees from a nearby planetary war
4	A starship is being escorted by a military patrol; their relationship is clearly hostile.
5	A starship that was previously undetected suddenly appears nearby.
6	A prison transport asks for additional protection on its way to an isolated planet.
7	A starship escorts a funerary pod towards the nearest star.
8	Several starships on their way to raid a capital ship.
9	A mother astral whale approaches the party's ship, desperate to track the poachers who stole her calf.
10	A ship approaches, broadcasting a strange song on all communication channels.
11	A trade ship pulls up alongside the party's, offering their wares.
12	A survivor calls out from a crashed prison transport.
13	A living ship approaches, asking the party to help its ailing crew.
14	A pilot offers to show the party the best way through a local asteroid belt.
15	The only survivor of a space pirate crew, floating in an escape pod.
16	A mysterious distress call... from another dimension. The voidrunners can converse with them, but have no way to help.
17	A merchant ship offers strange and rare trade goods.
18	An explorer from a world which has just discovered FTL travel. The voidrunners are their first encounter with offworlders.
19	A science ship from a culture known for its academic leanings wishes to know more about the voidrunners.
20	A long-lost friend or family member of one of the voidrunners is encountered in a one-person shuttle.
21	A traveling circus ship which entertains many worlds. Their arrival is always anticipated.
22	A notorious smuggler on the run from the law.
23	A group of refugees aboard a cargo ship, escaping a war-torn planet.
24	A starship suffering a medical epidemic.
25	A group of space nomads who constantly travel the galaxy.
26	Beings who claim to be from the future.
27	A traveling tradeship which is an underground black market bazaar where rare and illegal items are traded.
28	A hidden colony within an asteroid, with unique societal norms and governance.
29	A group of pilgrims on a spiritual journey to a sacred celestial site.
30	A galactic space fair where different species showcase their achievements and innovations.
31	A group of scavengers who live by salvaging derelict starships.
32	A black hole around which are orbiting science ships from every known spacefaring culture. What's so special about this singularity?
33	A civilization which detects the voidrunners and believes their arrival fulfills an ancient prophecy.

34	A heavily fortified asteroid base which warns the voidrunners away at all costs.
35	A powerful cosmic entity with unknown intentions.
36	A courier arrives with a vital message for one of the voidrunners.
37	A duplicate of the voidrunners' starship, down to the voidrunners and crew themselves. They are as confused as the voidrunners are.
38	Journalists from an interstellar news network want to make a documentary about the crew.
39	An alien funeral procession consisting of hundreds of starships.
40	A shuttle carrying somebody who requests asylum from their own world.
41	A pre-FTL world on the brink of a natural disaster, beaming out a distress call in the hope that there is 'somebody' out there who can help.
42	A starship crewed entirely by children.
43	An ancient probe which calls itself 'Vger' and wants to know if the voidrunners are its creators.
44	A bounty hunter seeking a particular prey–dead or alive!
45	A bounty hunter seeking one of the voidrunners–dead or alive!
46	A message from the voidrunners one week in the future.
47	An ancient hologram warning of danger.
48	A prison transport carrying a major galactic criminal to trial.
49	A badly damaged ship from a faction hostile to the voidrunners asks for aid.
50	A famous philanthropist who disappeared 5 years ago has crashed on a large asteroid.
51	A group of alien scholars led by a charismatic leader.
52	An angry colonist who claims the voidrunners are trespassing.
53	A child who has run away from home aboard a tiny shuttle.
54	A psychic 'ghost' appearing to various voidrunners.
55	A bounty hunter insists that one of the voidrunners' crew is their target.
56	A stowaway is discovered in one of the cargo bays.
57	A friendly void dragon has awoken after a century-long nap and want to know what's going on in the galaxy.
58	A small ship is caught in the gravity well of a black hole with only hours left before they pass the point of no return.
59	A local government demands a toll to cross the region.
60	A ship carrying intergalactic diplomats on a critical peace mission.
61	An alien species performing a spaceborne ritual, and the crew is invited to participate.
62	A medical transport seeking help with a rare alien disease outbreak.
63	A ship transporting a rare and valuable alien animal to a distant zoo.
64	A scientific expedition studying a newly discovered exoplanet.
65	An alien fleet conducting military exercises nearby.
66	A group of interstellar musicians looking for a venue to perform.
67	A ship from an alternate dimension seeking to return home.
68	A space academy transport with students on a field trip.
69	A galactic law enforcement vessel searching for a notorious fugitive.
70	A colony ship with engines failing, desperately needing repairs.
71	A group of rogue AI robots seeking sanctuary from their creators.
72	A distress signal from a ship lost in a nebula.
73	A group of time travelers seeking a specific historical event to observe.
74	A ship carrying a dangerous alien creature that has escaped containment.
75	A merchant offering ancient relics believed to possess mystical powers.
76	A ship in distress due to an onboard mutiny.
77	A space yacht hosting a grand party and inviting the voidrunners to join.
78	A group of alien environmentalists protesting against FTL technology.
79	An exploration vessel that has found a wormhole to an unknown part of the galaxy.
80	A ship transporting a rare and precious artifact to a galactic museum.
81	A ship carrying an experimental AI that has begun to malfunction.
82	A convoy of medical ships heading to a disaster zone.
83	A transport carrying the last survivors of a dying planet.
84	A vessel from a hidden society, now forced to reveal itself due to a disaster.
85	A vessel carrying a rogue scientist wanted for dangerous experiments.
86	A ship with a crew that mistakenly believes they are the last survivors of their homeworld.
87	A ship from an isolated world seeking knowledge of the galaxy beyond.
88	A ship carrying a lost royal family from a conquered world.
89	One of the ships' crew turns out to be a famous celebrity.
90	One of the ship's crew turns out to be a wanted fugitive.
91	A crewmember wants the voidrunners to participate in a religious ceremony.
92	Two crewmembers are getting married.
93	A crewmember is caught stealing.
94	A crewmember claims to be an ancient historical figure.
95	The voidrunners' ship's computer temporarily gains sentience.
96	A vessel broadcasting a mysterious countdown with an unknown purpose.
97	A vessel with a crew experiencing rapid aging due to a time distortion field.
98	A group of voidrunners on a different adventure.
99	A century-old colony ship which never arrived at its destination, full of hundreds of colonists still in cryo-sleep.
100	A ship containing a single alien explorer from another galaxy with no way to get home.

Astronomical Scenery

The universe contains countless wonders that can astound and baffle even the most hardened space travelers. Narrators can use astronomical scenery to heighten the sense of adventure or to draw the voidrunners' interest towards certain sectors and quests.

1d100	
1	A small piece of debris impacts the ship and is discovered to be a child's toy.
2	Scans pick up a signal consisting of strange melodies with no known origin.
3	The scattered bones of an astral whale, picked clean.
4	The drifting frame of a starfighter cleanly missing all of its components save for the base metal frame.
5	A single slab of metal bearing marks of an unknown language.
6	A derelict probe launched by a pre-spacefaring civilization.
7	An extremely volatile planet with mass volcanic ejections that break orbit leaving a trail of volcanic rock debris.
8	A planet whose magnetic fields produce resplendent colorful poles.
9	A field of fine mica reflecting the starlight in a glittering cloud.
10	A green planet with obvious signs of life that does not appear on your star charts.
11	A comet flies past at a trajectory that allows excellent observation of its tail.
12	A star goes supernova in the far distance adding a strange illumination.
13	Unusual gamma rays burst at wavelengths on the visible color spectrum.
14	An extremely small black hole with a ring of asteroids slowly orbiting it.
15	A large asteroid riddled with obviously unnatural holes.
16	A massive skull of some unknown spacefaring creature.
17	A swarm of small icy comets with a complex design of interlaced tails.
18	A rare binary system consisting of a black hole slowly consuming its paired star.
19	A gas giant caught in an intense meteor shower with each impact leaving marks in the giant's swirling clouds.
20	A small ringed planet, though the rings seem newly formed.
21	A planet which can be seen visually but that still fails to appear on scans.
22	A collapsing neutron star on the verge of going nova.
23	A drifting humanoid corpse with no apparent allegiance or insignia.
24	A solar system whose planets are mere days away from an extremely rare celestial alignment.
25	An obsidian obelisk inexplicably floating through space.
26	A rare 'ice star' which projects icy cold instead of heat.
27	A rogue planet, drifting independently of any star system.
28	A wrecked space station, floating in empty space.
29	A massive Dyson Sphere surrounding an entire star.
30	A planet-sized artificial world.
31	A ringworld encircling a star.
32	A herd of alien space creatures traveling to some unknown destination.
33	An unstable wormhole, not usable for travel.
34	Dozens of wrecked ships in what appears to be the remains of a battle.
35	A single boot, floating alone in space.
36	A swarm of energy motes which seem to move with purpose.
37	A super-luxurious space liner which serves the richest people in the galaxy.
38	A dusty disk orbiting a star, composed of gas and dust, interwoven with alien solar energy collectors.
39	A white dwarf remnant marking the end stage of a star's life cycle, monitored by alien outposts.
40	An ancient beacon, still broadcasting regular signals, from a civilization long extinct.
41	A hypergiant star of immense size; entire star systems could fit within it.
42	A cluster of a dozen small black holes weaving a complicated orbit around each other.
43	An ancient stargate, no longer active.
44	A group of hotrodders racing small starspeeders around the rings of a gas giant.
45	A large neon sign, floating in space, advertising a galactic casino.
46	A diplomatic shuttle, escorted by a dozen starfighters.
47	A colony ship full of people in hypersleep launched before FTL travel was discovered.
48	A mysterious beacon which simply repeats the signal "Stay Away!"
49	A missile, clearly fired long ago, which missed its target and moves forever onward.
50	A rosette of 5 white dwarf stars in a ring-shaped rotating pattern.
51	A small yacht with the words "Just Married!" on the back.
52	A single escape pod, completely empty.
53	A white hole spewing matter into the universe.
54	A ruined planet, devastated by a nuclear war.
55	A 'dark star' which emits darkness rather than light.
56	Beautiful planetary rings, but mysteriously absent the planet.
57	A hollowed-out asteroid which was clearly once some kind of base.
58	An interstellar comet moving at near light speed with a tail nearly a light year long.

59	A mighty warship of immense size, the latest from an interstellar power. It ignores the voidrunners.
60	A sleeping void dragon, curled around a massive asteroid.
61	A void dragon egg hundreds of feet across.
62	Two starfighters in some kind of duel, ducking and weaving amongst asteroids.
63	Half a planet. It has been blown in half by some kind of immense weapon or collision.
64	An escape pod containing nothing but a single domestic pet.
65	A starship which famously went missing a hundred years ago. There is nobody on board.
66	A massive nebula in the shape of a dragon.
67	A pulsar, the size of a city, emitting powerful radio waves.
68	A pulsar in the core of a red supergiant, the hybrid of a star and a neutron star.
69	A magnetar; getting too close is extremely dangerous.
70	A spatial whirlpool which distorts spacetime.
71	A binary star system linked by a stream of plasma.
72	A comet made of pure diamond.
73	A temporal aperture through which another galaxy can be seen; it is too small and unstable to pass matter though.
74	An ancient series of beacons highlighting some kind of spacelane.
75	A moon-sized amoeba.
76	A distant meganova, a billion times more powerful than a supernova.
77	A gray hole; the laws of physics should not allow such a thing, and nothing is known about them.
78	A solid, massive, metallic cigar-shaped object hundreds of kilometers long.
79	An immense voidmaw swarm migrating between star systems.
80	A giant space-dwelling vegetable, a mile across.
81	A crackling energy ribbon, 5 light years in length.
82	Thousands of large, floating crystals that emit unique energy signatures.
83	A cloud composed entirely of antimatter particles.
84	A gas giant with rings composed of multicolored ice and dust particles, creating a perpetual rainbow effect.
85	An asteroid field where naturally occurring plasma orbs drift, glowing like lanterns in the dark.
86	A cluster of stars that emit harmonic sound waves, creating a cosmic symphony.
87	A cluster of small stars closely grouped together, each with unique colors and flares, creating a full rainbow effect.
88	A region of frequent supernovae, providing spectacular and dramatic light shows.
89	A field of mirror-like asteroids that reflect the light of nearby stars, creating a dazzling effect.
90	Colorful, coral-like structures formed from ancient cosmic dust.
91	An intricate network of energy filaments created by an advanced alien species for unknown purposes.
92	A sprawling complex dedicated to scientific research; visitors are not permitted.
93	An enormous structure emitting powerful beams of light to guide starships through treacherous regions.
94	Towering crystal structures on an asteroid, glowing with internal light and creating beautiful light shows.
95	A gigantic, intricate instrument used to map and study the stars.
96	A grand medieval castle constructed on an asteroid, complete with turrets and battlements.
97	An Alderson disk–a giant flat disc with a hole in the center in which sits a star.
98	An ancient, abandoned facility once used by aliens to forge stars and planets.
99	A mirage of a giant skull caused by gravitational lensing.
100	A fragmented moon in dozens of chunks all still loosely held together by gravity.

Space Exploration Challenges

Some challenges are as straightforward as docking a ship in poor conditions or as confounding as a gravity maze. Many of these encounters will affect all creatures on the ship. In these instances, the players or Narrator can make a group roll for the crew, using the average proficiency modifier of the crew and any modifiers the Narrator feels are applicable. Many encounters include one or more hostile starships, which may be space pirates, opposing factions, or aliens depending on your specific setting.

The following challenges assume the party is crewing a capital ship, but there is a chance that voidrunners in a starfighter may encounter such challenges. In this case it is important to note that, by virtue of their smaller size and high maneuverability, starfighters usually take less damage than a capital ship would from a given effect. While the damage inflicted is at the discretion of the Narrator, a good rule of thumb would be an amount of damage equal 1d10 × the exploration challenge's challenge rating – 1 (minimum 1).

Unless otherwise stated, at least one voidrunner must be helming the starship as part of a group check.

SKILLS, TOOLS, AND STARSHIPS

Starships are complex technological wonders, and operating one means mastering a wide variety of skills and tools. Here are some of the more commonly used skills and their typical uses. Of course, sometimes more than one skill or tool might be applicable to a situation or task, and different fields of expertise and study can overlap. As always, which skill or tool is applicable is at the Narrator's discretion.

SKILLS

- *Athletics.* Zero-g maneuvering, spacewalking.
- *Engineering.* Managing engines and power systems, regulating shields, using tractor beams and grapples.
- *Medicine.* Treating diseases, maintaining crew health.
- *Investigation.* Using sensors and scanners.
- *Science.* Gathering information, making complex calculations, devising unorthodox technological solutions.
- *Stealth.* Losing pursuers, hiding the ship in a gas cloud.
- *Survival.* Navigating and charting courses, tracking enemies.

TOOLS

- *Computers.* Reprogramming ship systems, neutralizing a computer virus, hacking another ship.*
- *Space vehicles.* Piloting or helming a ship.

**Hacking tools are used in-person to hack a device in person, but on a ship-to-ship scale, a starship's computers are used.*

Area

An entire region of space is sometimes an exploration challenge, such as a wide and dangerous asteroid belt or the insistent pull of a black hole. Others might relate to the immediate vicinity or issues only befalling your own vessel. Each exploration challenge includes a suggested size.

Immediate. This exploration challenge affects the immediate area around the ship.

Local. This exploration challenge might only affect a single sector or collection of sectors rather than an entire region of space and can usually be avoided by taking 1 hour at normal pace to go around.

Region. This exploration challenge covers the entire region of space the vessel is currently traveling through.

Challenge

Exploration challenges have challenge ratings, much like monsters do, which helps the Narrator to determine appropriate encounters for the party and how much experience is rewarded for an exploration challenge successfully overcome.

Each exploration challenge also includes two Difficulty Classes. The first is used when individual ability checks or saving throws are being made, and the second is used for group checks.

TECHNOBABBLE

Invert the polaron frequency! Reconfigure the shield harmonics! Recollimate the reciprocating interface array!

By spending an inspiration die, the Science skill, and especially its technobabble specialty, can be used to leverage fringe scientific hypotheses and devise new and unorthodox solutions to technological problems (Engineering is then used to implement these measures). It is up to the Narrator whether technobabble is appropriate to a given situation but many starship-based exploration challenges are ideal circumstances for such desperate measures.

To devise a quick technobabble solution, roll once on each column on the table below.

Technobabble can achieve incredible things, but it does not come without risks!

Disadvantage. Technobabble attempts are always made with disadvantage.

Critical successes and failures. A critical failure (a natural roll of 1 which would have failed) results in the ship suffering one critical malfunction (see page 82). A critical success provides an expertise die to any further Science or Engineering checks while in this region.

Temporary. New technology devised in this manner is always only temporary, and applicable to the specific challenge being confronted. Once the challenge is overcome, the alterations no longer benefit the ship–perhaps there are unacceptable side-effects or risks, or the systems can only operate like this for a short while without exploding; or perhaps the solution was hyper-specific to this one single phenomena, and would be useless against even a similar event.

D8			
1	amplify the	nucleonic	actuator
2	recalibrate the	auxiliary	manifold
3	oscillate the	ionic	stabilizer
4	harmonize the	verteron	field

D8			
5	invert the	reciprocating	capacitor
6	modulate the	shield	frequency
7	reconfigure the	polaron	relay
8	recollimate the	subspace	array

Damage

The damage a ship takes during a challenge which directly threatens it is dependent on the encounter's tier and the ship's size. A larger ship will take more damage in an asteroid field because it will be struck by more rocks, and more damage from a stellar flare because it has more systems in the line of fire. Simultaneously, larger ships have far more hit points and are able to withstand much more punishment.

When a challenge inflicts damage directly to a ship it will usually specify damage as a percentage of the ship's maximum hit points rather than a die roll.

Tier 0 encounters typically do damage equal to 10% of the ship's maximum hit points.

Tier 1 encounters typically do damage equal to 20% of the ship's maximum hit points.

Tier 2 encounters typically do damage equal to 30% of the ship's maximum hit points.

Tier 3 encounters typically do damage equal to 40% of the ship's maximum hit points.

Tier 4 encounters typically do damage equal to 50% of the ship's maximum hit points.

Often a challenge may also cause a critical malfunction of one or more decks, especially on a critical failure. See page 82 for more information on critical malfunctions.

Shields. A starship using shields applies the damage to its temporary hit points first, as normal.

ABSOLUTE SCALE DAMAGE

Starship hit points don't scale in the same way that a creature's do, and it is perfectly possible for a tier 0 voidrunning party to be crew on the Fleet's newest grade 8 exploration cruiser, and a tiny starfighter might be piloted by a tier 4 psyknight. Damage from exploration challenges is therefore scaled by ship grade rather than by adventuring tier.

However, if the Narrator prefers a more absolute scale, the following figures can be used. Note that using this method some damage levels will destroy smaller grade ships regardless of the tier of those voidrunners aboard.

Tier 0 challenges do 32 (5d12) damage.

Tier 1 challenges do 58 (9d12) damage.

Tier 2 challenges do 156 (24d12) damage.

Tier 3 challenges do 520 (8d12 x 10) damage.

Tier 4 challenges do 780 (12d12 x 10) damage.

Starships of grade 9 and above have hit points in the tens of thousands, and exploration challenge damage is generally inconsequential at those scales.

Asteroid Barrage

1st tier (environmental)

Challenge 5 (1,800 XP); DC 15/14

Area Immediate (less than 1 hour)

The ship is caught in a dense asteroid field made of hundreds of rocks, big and small.

Possible Solutions

A group check is required to navigate the asteroids safely. Each voidrunner might choose from space vehicles to maneuver the ship, Engineering to activate or power shields strategically, Survival to chart a course through the debris, or an attack roll using the ship's weapons to blast incoming rocks.

Critical Failure. The ship is unable to avoid the worst of the barrage, taking bludgeoning damage equal to 20% of the ship's maximum hit points and suffering one critical malfunction.

Failure. The ship is badly battered, taking bludgeoning damage equal to 20% of the ship's maximum hit points.

Success. The ship avoids all asteroids without suffering any damage.

Critical Success. The ship avoids all asteroids without suffering any damage and manages to use a big asteroid's gravity in a small slingshot maneuver, increasing speed by 10% until the next region.

Black Hole

2nd tier (environmental)
Challenge 10 (5,900 XP); DC 18/15
Area Local (time varies)

In a way, a gravity well is just a math problem in physical form, one astrographers have long-since solved and which any good navigation computer will steer you safely through, even generously handing out a little acceleration via gravity assist. But throw in enough orbiting bodies or a dense enough mass warping spacetime, and even a solved equation can kill you. Gravity well regions are the areas surrounding black holes or other phenomena where the pull of gravity is particularly strong, ranging from gravitational effects that are merely strenuous to those that impose an inescapable death spiral on weaker engines.

Hide in the Noise. Compared to the backdrop of the void, ships can be obvious sources of heat and electromagnetism. But things that produce gravity wells usually produce immense amounts of both, and so these areas make an excellent place to hide. Checks made for Stealth gain an expertise die, and checks made for Scans are made at disadvantage.

Time dilation. Time flows more slowly in an intense gravity well. The time that has passed outside the gravity well is five times the time actually spent in the well.

Possible Solutions

Escaping the gravity well is a feat of engineering. A group check is required; the voidrunners might choose from Engineering to configure the engines

to provide the required boost, Science to calculate the correct orbital trajectory, or space vehicles to actually pilot the vessel out of the well.

Critical Failure. The ship's engines are catastrophically damaged by the strain, and the hull is compromised by the gravity tides. The vessel takes force damage equal to 30% of the ship's maximum hit points and suffers the Crippled Engines and Hull Rupture critical malfunctions.

Failure. The vessel takes force damage equal to 30% of the ship's maximum hit points.

Success. The vessel manages to escape the gravity well.

Critical Success. The starship escapes the gravity well, and the scientific and engineering work that went into the effort lead to a new discovery. While the ship remains in this region, its Impulse speed is increased by one degree and its FTL speed is increased by 1 point.

Black Hole Variant: Supermassive Black Hole

4th tier (environmental)
Challenge 16 (15,000 XP); DC 21/17
Area Region

A supermassive black hole exerts even greater gravitational forces. This is a 4th tier challenge with skill check DCs of 21/17, and the immense power of the black hole affects the entire region. The damage caused by a failure is force damage equal to 50% of the ship's maximum hit points.

Castaway

1st tier (circumstance)
Challenge 3 (700 XP); DC 14/13
Area Immediate (less than 1 hour)

There is an unknown humanoid outside! Their space suit is damaged and they might not survive much longer. Their only hope left is for the heroic voidrunners to brave the unknown.

Possible Solutions

A rescue operation requires a group check with skills such as Acrobatics or Athletics for the rescue itself, Persuasion to ensure the castaway's cooperation, and space vehicles to maneuver the ship to the best advantage.

Critical Failure. The castaway is dead when rescued and their state causes the voidrunners to suffer one level of strife.

Failure. The castaway is dead when rescued.

Success. The castaway is rescued alive. They are very hurt from the journey and need more thorough medical attention than the ship can provide. If the ship has a medical bay, improve this result to a critical success instead.

Critical Success. The castaway is rescued fast enough to become healthy using only the ship's medical resources. The voidrunners gain a free follower (see page 29).

Cloaked Pursuit

2nd tier (creature)
Challenge 10 (5,900 XP); DC 18/15
Area Local (time varies)

The party's sensors chirp an alert, but by the time they check the logs there's no indication anything was there. In truth, a cloaked vessel is following them invisibly. Its intentions are unknown, but the effects of its presence resemble those of a haunting or of some sort of supernatural sabotage, especially since it is initially able to edit the ship's sensor logs to further hide its presence.

Ghosts in the Machine. The pursuer's actions cause lights to flicker, speakers to play eerie moans or furtive whispers, and basic appliances to go wild. The party and crew must make a Wisdom saving throw or become rattled for the next 24 hours.

Gremlin Glitches. Systems around the ship start to falter. Every hour a different system begins acting strangely, and an hour after that it fully shuts down. Fixing the problem requires a DC 12 computers tool or Engineering check that takes one hour. No creature on the ship can benefit from a long rest during this time.

Possible Solutions

A group check is required to determine the true issue at hand with skills and tools like Investigation to locate the pursuer on sensors, computers to identify that the pursuer is altering the ship's logs and keep it from further tampering, space vehicles to maneuver the ship, Science to reveal the other ship in some way, such as luring it into a gas cloud, computers to hack the ship and disrupt its cloaking device, and Stealth to evade or hide from the pursuers in a nearby gas cloud or similar.

Critical Failure. The cloaked ship is able to disable a crucial system in the party's ship. The cloaked ship then attacks along with a newly arrived patrol ship. Until the system is repaired with a computers tool or Engineering check, the party makes all attack rolls with the ship's weapons at disadvantage.

Failure. The cloaked vessel achieves its goal, perhaps stealing vital information, planting a virus that will trigger later, or depressurizing a cargo section and ruining 1d10 Supply. Each voidrunner and member of the crew suffer a level of strife from the ordeal.

Success. The voidrunners are able to escape or to begin a combat encounter with the cloaked ship at a time and place of their choosing.

Critical Success. As a success, but the party is able to suss out some secret of the cloaking technology the ship used.

Contaminated Supplies

1st tier (circumstance)
Challenge 3 (700 XP); DC 14/13
Area Local (1 hour)

Something happened to the last batch of food the crew picked up. Maybe this sector's ambient radiation has seeped through the shields undetected and poisoned it, maybe the last seller conned the voidrunners, maybe there was a glitch in the refrigeration system locks. What matters is that edible food has suddenly become quite scarce.

Possible Solutions

A group check is required to make the best of a bad situation. Each voidrunner can choose from Engineering to solve the equipment issue, Survival to pick good food from bad, Investigation to scan the supplies, or Medicine to treat symptoms.

Critical Failure. Everyone has eaten too much contaminated food. The ship loses 50% of its remaining Supply. The voidrunners suffer 2 levels of fatigue and lose 7 (2d6) days of travel time as the crew recovers.

Failure. The food is barely enough. The ship loses 25% of its remaining Supply. The voidrunners suffer a level of fatigue and lose 3 (1d6) days of travel as the crew recovers.

Success. The crew manages to find enough food to get by.

Critical Success. The crew finds enough food to get by and the camaraderie from the experience draws them closer together. For the next week, the first time a voidrunner uses the Help action to assist another member of the crew (including other voidrunners), they do so with advantage.

Cosmic Corpse

2nd tier (environmental)
Challenge 6 (2,300 XP); DC 16/14
Area Immediate (less than 1 hour)

This mass was perhaps once a great predator or a beloved living ship. Now the carcass attracts scavengers who might live for years within the rotting remains. Going through the enormous remains is the fastest route and may yield valuable materials.

Perilous Fluids. Necrotizing blood and other secretions can explode violently if ignited by shipboard weapons, dealing acid damage equal to 30% of the ship's maximum hit points to the vessel.

Possible Solutions

A group check is required to navigate the huge remains. Each voidrunner might use Survival to

navigate the corpse's anatomy, space vehicles to maneuver the ship through the dangerous path, Investigation to scan the remains and identify harvestable materials, or Engineering to use tractor beams or grapples to grab usable resources.

Critical Failure. Something in the corpse bursts, dealing acid damage equal to 30% of the ship's maximum hit points and causing one critical malfunction on the ship.

Failure. The recovered material seems usable but quickly begin to rot, turning into a thick slime. The party loses 1d6 days of travel as sickness among the crew leaves them shorthanded.

Success. The voidrunners navigate the corpse and harvests 650 credits worth of materials.

Critical Success. The party harvests 65 credits worth of materials and discovers something else. Roll on the Boons and Discoveries Table

Leave it Be

The voidrunners can carefully navigate around the ship and dodge any incoming scavengers, but travel takes twice as long.

Crew Dispute

0th tier (circumstance, crew)
Challenge 1 (200 XP); DC 13/13
Area Local (1 hour)

Being in space for so long causes even veterans to feel uneasy. Isolation and the unending blackness of space take a toll on every mind. Even the most simple things, like who does which chores or a lack of basic housekeeping, might cause an argument among the crew.

Possible Solutions

A group check is necessary to calm the irate parties. Each voidrunner can choose from Culture, Deception, Insight, Intimidation and Persuasion to either diffuse or end the argument itself or to come to a common understanding between the involved people.

Critical Failure. The argument leaves everyone mentally exhausted. Each voidrunner, as well as the crew who were arguing, takes 4 (1d8) psychic damage and suffers a level of strife.

Failure. The argument leaves everyone uneasy. Each voidrunner, as well as the crew who were arguing, suffer a level of strife.

Success. The argument is defused with no hard feelings.

Critical Success. The argument is defused and the crew's bond deepens. As if the universe approves of this development, the voidrunners find something interesting. Roll on the Boons and Discoveries table.

Crooked Patrol

0th tier (circumstance)
Challenge 2 (450 XP); DC 14/13
Area Local (1 hour)

The voidrunners have been stopped for a routine check. However, things start going wrong—more than usual. The authorities find all kinds of problems with the permits, to the point that it seems targeted. Those of a more roguish bent will get this in a flash: these people aren't just law officers, they're crooked.

Greasy Palms. Voidrunners can use certain materials to gain an expertise die on an appropriate ability check. For example, a bribe of 20 credits might be used to gain an expertise die on a Persuasion check.

Possible Solutions

The crew must make a group check to present a good front. Each voidrunner can choose from Deception, Intimidation, or Persuasion.

Critical Failure. The negotiations break down and the party must flee or fight, suffering one level of strife due to the strain.

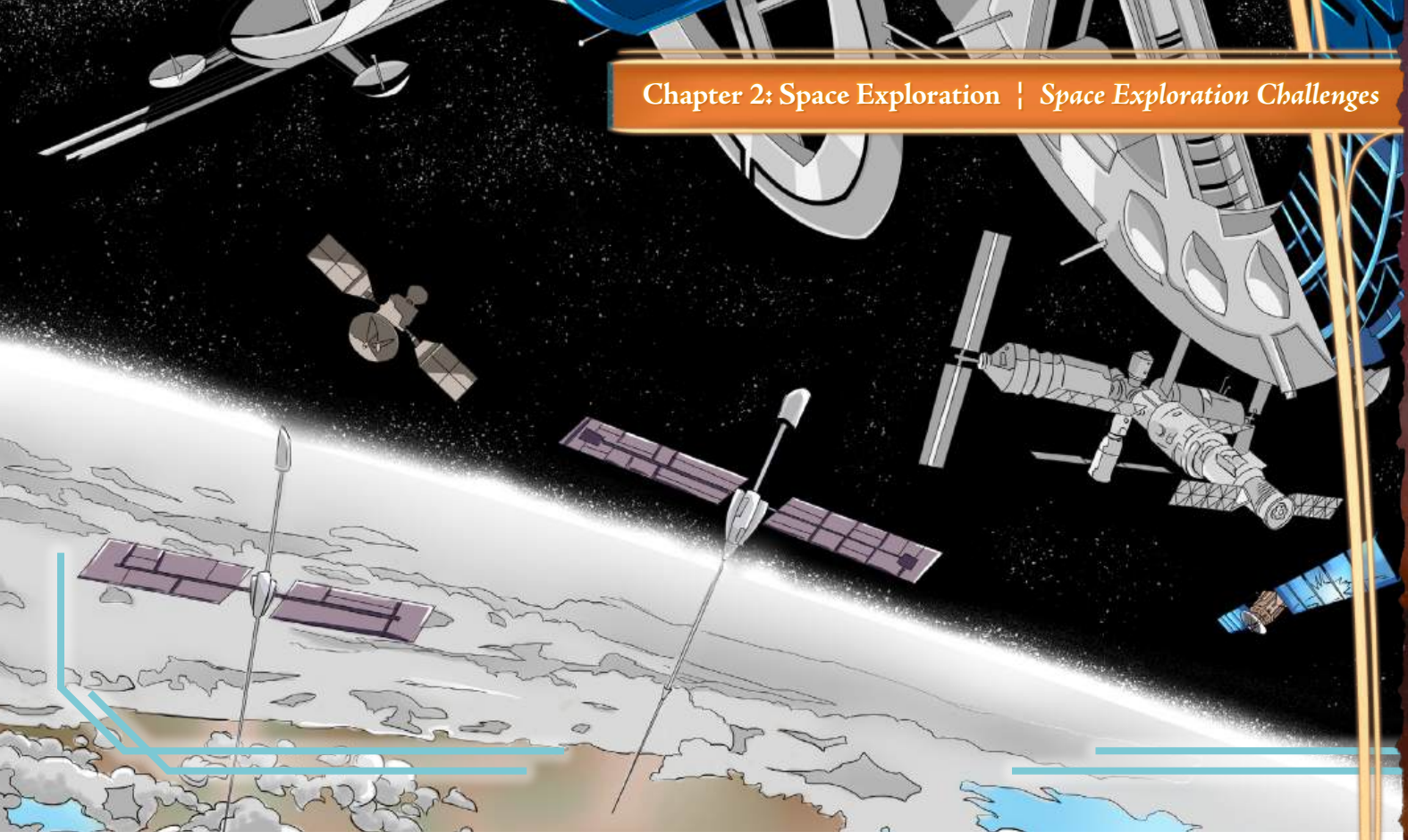
Failure. The crooks demand 1d6 × 50 credits in bribes. If the voidrunners do not pay, they are attacked by the patrol ship.

Success. The crew convinced the crooks that they were not good targets.

Critical Success. The patrol makes no ill move against the voidrunners and becomes an unexpected ally in this region.

Dangerous Rescue

1st tier (circumstance)
Challenge 4 (1,100 XP); DC 15/14



Area Immediate (less than 1 hour)

The voidrunners detect a distress signal and find survivors of a disastrous engine core explosion locked in a hunk of space hulk that is spinning with an erratic trajectory. Making a secure connection to dock and save the survivors will be tricky.

Possible Solutions

A group check is required with skills such as space vehicles to maneuver the ship into place, Science to calculate the best angle of approach, Medicine to ensure emergency treatment is available, or Engineering to deploy docking clamps, transport tubes, or airlocks.

Critical Failure. The docking clamps are deployed too early. The voidrunners' ship takes bludgeoning damage equal to 20% of its maximum hit points. Additionally, the ship's docking port is damaged and can't be used until it is repaired.

Failure. The ship isn't lined up quite right and it collides with the other starship. It takes bludgeoning damage equal to 20% of its maximum hit points and the docking attempt fails.

Success. The vessels dock successfully, and 1d4 friendly creatures of CR 1 or lower are rescued from the hulk and are willing to aid the voidrunners however they can. They may request to be dropped off at a friendly ship or planet.

Critical Success. As a success, the voidrunners have the profuse thanks of the rescued creatures. Roll on the Boons and Discoveries table.

Defense Network

4th tier (technological)

Challenge 16 (15,000 XP); DC 21/17

Area Region (time varies)

Fully settled planets maintain overlapping fields of protection against asteroid strikes, pirate raids, and invasion fleets. A mix of observation satellites, shield drones, and weapons batteries can detect, intercept, or shoot down incoming threats in order to defend a colony, planet, or under-construction battle station, or to lay siege to a rebellious colony. Such a network may even be the remnant of a lost civilization, its autonomous defenses still standing guard.

Possible Solutions

A group check is required to cover all angles of approach. One voidrunner must make a space vehicles check to maneuver the ship, while the others

can choose from Engineering to manage the shields, computers to change the ship's electronic identity to fool the automated systems, and Stealth to avoid the network's sensors.

Critical Failure. A harrowing effort to escape loses the party a week of travel and all voidrunners suffer two levels of strife. Their ship takes damage equal to 50% of its maximum hit points of a damage type appropriate to the nature of the network and suffers one critical malfunction. Additionally, the ship is now known to the network.

Failure. The party fails to breach the network, but their attempt goes largely undetected. They lose 3 days of travel time waiting for another opening, and all voidrunners and crew suffer 2 levels of fatigue from the strain.

Success. The party's plan works, and they reach their destination in under an hour.

Critical Success. The party finds a glaring flaw in the defenses, and unless something tips the defenders off, the voidrunners can come and go with no risk of detection.

Energy Burst

2nd tier (environmental)
Challenge 8 (3,900 XP); DC 17/15
Area Local (1 hour)

Whether the voidrunners were unlucky enough to be in the path of a coronal mass ejection, the charged particles of their drive set off a cascade in a nebula, or they rigged a planet-killer's reactor to blow, they've got to escape the explosion radius.

Threat. Immediately after entering the area and for every half hour spent in it, the ship makes a Dexterity saving throw, fire damage equal to 10% of its maximum hit points on a failed save.

Shields. An Engineering check reveals that as long as they're in the area the ship's shields won't be able to recharge, and that if the shields go down the pervasive energy will overwhelm their life support.

Stand the Heat. A voidrunner can make a Medicine check for themselves or an ally, so that if the ship's life support goes down, the first time they would suffer a level of fatigue they ignore it instead.

Possible Solutions

A group check is required to avoid the blast, with checks like space vehicles to safely maneuver the ship, Engineering to keep the life support functional or to maintain the shields, Survival to chart the safest path, or Science to reconfigure the shield frequency to best defend against the burst.

Critical Failure. The life support's temperature control is badly damaged and the interior of the ship becomes dangerously hot. Each creature on the ship suffers two levels of fatigue and the ship takes fire damage equal to 30% of its maximum hit points.

Failure. The life support is able to slightly mitigate the heat, but conditions are still sweltering. Each creature on the ship suffers one level of fatigue.

Success. Through careful maneuvering and technical prowess, the voidrunners have mitigated the worst of the threat.

Critical Success. The voidrunners escape without issue. In the process, they notice something else of interest that was sent flying by the blast. Roll on the Boons and Discoveries table.

Gravity Maze

4th tier (environmental)
Challenge 18 (20,000 XP); DC 22/17
Area Immediate (less than 1 hour)

The ship finds itself locked inside a gravity maze. These invisible and mostly undetectable phenomena happen when astral bodies high in density somehow shift into different systems, causing unaware ships to be drawn into deadly atmospheres they are unprepared for, or even causing deadly collisions.

Possible Solutions

There is no way around a gravity maze: once you detect it, you're already in it. The voidrunners need to navigate through the area with a now unreliable star map. Voidrunners navigating a gravity maze make a group check, using checks such as space vehicles to maneuver the ship, Investigation to filter useful information from the sensors, Engineering to fine-tune systems in real time, Survival to trace

a safe path through the astral bodies, or Science to identify gravity waves.

Critical Failure. At least two astral bodies collide with each other and the ship is unable to avoid the shockwave. It takes force damage equal to 50% of its maximum hit points. Roll twice on the Critical Malfunction table in addition to any rolls triggered by massive damage.

Failure. Navigating the maze takes a heavy toll on the ship. It takes force damage equal to 50% of its maximum hit points.

Success. The crew traverses the gravity maze unscathed.

Critical Success. The crew finds a gravity sling shortcut inside the maze, escaping unscathed and doubling their speed while inside the current region.

Gravity Tides

3rd tier (environmental)
Challenge 12 (8,400 XP); DC 19/16
Area Intermediate (3 hours)

The ship has entered an area of powerful gravity tides.

Flotsam. Previous unfortunate vessels or passing planetoids have been torn apart, resulting in streaming debris rings in all manner of different orbits. Regular course corrections and evasive maneuvers are necessary in this area, and the voidrunner helming the ship must make a Constitution saving throw each hour or suffer a level of fatigue.

Possible Solutions

A group check can be made to overcome this challenge, with each choosing from checks such as space vehicles to carefully maneuver the ship, Engineering check to recalibrate the artificial gravity, Medicine to prepare crash couches or distribute anti-G drugs, or Athletics to physically withstand the strain.

Critical Failure. The high Gs make everyone feel ill. Each voidrunner suffers 2 levels of fatigue and the ship loses a week of travel time as the crew recovers.

Failure. Each voidrunner who failed suffers a level of fatigue and the party loses 3 days of travel to being short handed.

Success. The party survives the ordeal safely.

Critical Success. The party comes up with a safe protocol to deal with the conditions of this particular gravity well and can stay here indefinitely without risk. This could make a phenomenal hiding spot.

Hidden Asteroid

0th tier (environmental)
Challenge 2 (450 XP); DC 14/13
Area Immediate (less than 1 hour)

An asteroid managed to escape all scans. It is now headed towards the ship—fast!

Possible Solutions

A group check can be made to overcome this challenge. Voidrunners can each choose from actions such as an attack roll with the ship's weapons to destroy or deflect the asteroid, space vehicles check to maneuver the ship and avoid a collision, Science to predict the asteroid's course, or to properly manage the ship's shields.

Critical Failure. The asteroid hits head on. The ship takes bludgeoning damage equal to 10% of its maximum hit points and suffers one

critical malfunction.

Failure. The asteroid is destroyed too close to the ship. The ship takes bludgeoning damage equal to 10% of its maximum hit points.

Success. The asteroid is destroyed or deflected in time.

Critical Failure. The asteroid is destroyed with a single well-placed shot. The morale boots grants each voidrunner an expertise die on their next ability check or saving throw.

Infectious Outbreak

0th tier (environmental)
Challenge 1 (200 XP); DC 13/13
Area Immediate (special)

A virus breaks out on board the ship, spreading quickly amongst the crew. Choose or roll on the table below to determine the specific malady (see *Voidrunner's Codex* page 281).

D6	MALADY
1-2	Macrovirus
2	Rigellian Fever
3	Salt Plague
4	Space Dementia
5	Space Ennui

Possible Solutions

Dealing and containing the infection is a group check. Persuasion helps keep up morale, Medicine deals with actual treatment, Perception spots symptoms earlier, Insight leads to unexpected solutions.

Critical Failure. Everyone aboard is infected. Each voidrunner suffers a level of fatigue and makes a Constitution saving throw. On a failure, they contract the disease. The party loses 1d4 days of travel time as the crew recovers.

Failure. A randomly chosen voidrunner is infected as a Critical Failure, while the others suffer a level of fatigue.

Success. The crew manages to avoid infection.

Critical Success. Not only do the voidrunners avoid infection but they learn how to deal with that disease. They gain an expertise die on all future Medicine checks to treat it.

Infectious Outbreak Variant: Critical Outbreak

2nd tier (environmental)
Challenge 5 (1,800 XP); DC 15/14
Area Immediate (special)

The virus is a more serious one. Roll or choose from the following:

D6	MALADY
1	Apoplectic Psychosis
2-3	Cellular Shingles
4	Orman's Syndrome
5	Psychic Enervation Syndrome
6	Psychic Melancholia

Infectious Outbreak Variant: Grave Outbreak

3rd tier (environmental)
Challenge 13 (10,000 XP); DC 19/16
Area Immediate (special)

The virus is a more serious one. Roll or choose from the following:

D6	MALADY
1-3	Brainpox
4-6	RAR-1

Malevolent Sentient System

2nd tier (technological)
Challenge 6 (2,300 XP); DC 16/14
Area Immediate (1 day)

Instead of receiving commands and making complex calculations at lightspeed, the ship's computers somehow mutate into a form of AI. And they are not happy.

Possible Solutions

Voidrunners can choose for themselves how to address the situation as part of a group check. Some skill checks might include computers to find the error or virus that causes the issue, Engineering to isolate part of the ship's systems to limit the AI's influence, or Deception or Persuasion check to convince the AI to disarm and join with the party

Critical Failure. The system refuses to be destroyed alone and sabotages the ship's systems. Roll twice on the Critical Malfunction table. Additionally, each voidrunner suffers a level of strife and the party loses 3 (1d6) days of travel time putting things to rights.

Failure. The AI is destroyed, but has done damage to the ship. Roll once on the Critical Malfunction table.

Success. The party manages to destroy the system before it causes any major harm.

Critical Success. The party manages to purge the system of its malevolent pseudo-sentience. Alternatively, the ship may gain a new, permanent AI that is allied with the party.

Nebula Implosion

2nd tier (environmental)
Challenge 9 (5,000 XP); DC 17/15
Area Region

A nearby nebula is undergoing heavy shifting and all sensors point to an incoming implosion.

Possible Solutions

The party needs to make a group check to outpace the implosion, making checks such as Survival to plot the optimal route, space vehicles to maneuver the ship at high speeds, or Engineering to make sure power is properly distributed and that the systems can take the strain.

Critical Failure. The ship narrowly evades implosion. It suffers force damage equal to 30% of the ship's maximum hit points. Roll twice on the Critical Malfunction table in addition to any rolls triggered by massive damage.

Failure. The ship evades implosion at great costs to its engines. It is affected by the Crippled Engine critical malfunction until repaired.

Success. The ship evades imploding along with the nebula.

Critical Success. The ship avoids imploding along with the nebula and its sensors get an excellent recording of the rare event, which could be sold for around 900 credits to an interested buyer.

Otherworldly Tentacle

1st tier (creature)
Challenge 5 (1,800 XP); DC 15/14
Area Immediate (less than 1 hour)

From the unrelenting blackness of space, a huge and spongy tentacle writhes into existence, swinging towards the ship. Its size is unbelievable—if it really belongs to a creature, it must be a being as big as a continent.

Possible Solutions

Moving away from the tentacle is a group check, with each voidrunner choosing which check to make. A space vehicles check maneuvers the ship out of reach, Perception or Insight reveals the pattern of the creature's behavior, and Science or Medicine can determine its actions and abilities via its anatomy.

Critical Failure. The creature swats the ship impossibly far away. Choose a different region

in the same galaxy. The voidrunners' ship is instantly transported there and takes bludgeoning damage equal to 20% of its maximum hit points. Additionally, each voidrunner takes 5d8 points of psychic damage and suffers a level of strife.

Failure. The creature swats the ship away as time and space shift. The voidrunner ship is instantly transported to an adjacent region and takes bludgeoning damage equal to 20% if its maximum hit points. Additionally, each voidrunner suffers a level of strife.

Success. The voidrunners manage the evade the tentacle.

Critical Success. The voidrunners evade the tentacle and its sensors pick up the strange phenomena. The right buyer would reward the voidrunners up to 1,000 cr for this information.

Psychic Field

2nd tier (environmental)
Challenge 9 (5,000 XP); DC 17/15
Area Region

The ship enters an area affected by a large psionic field which takes its toll on the minds of all aboard the vessel. Some suffer hallucinations, while others become prone to malaise or angry outbursts.

Psychic Effects. When a voidrunner suffers a psychic effect, they gain one of the following conditions. Choose or roll 1d6 on the following table.

1	Amnesiac
2	Enraged
3	Manic
4	Placid
5	Frightened
6	Confused

Psychic Knowledge. A voidrunner who makes a successful Arcana check grants the other voidrunners an expertise die when making saving throws against the effects. Only one such expertise die can be gained in this way.

Medical Help. A Medicine check can be made to administer anti-psychic medication which grants an expertise die when making saving throws against the effects. Only one such expertise die can be gained in this way.

Possible Solutions

The psychic effects can be resisted with mental effort, those with psionic knowledge can help to combat it. A group check is needed, with every voidrunner making a Wisdom saving throw.

Critical Failure. The voidrunners all suffer two levels of strife and gain one of the conditions listed under Psychic Effects, above, until they leave the region.

Failure. The voidrunners all suffer one level of strife, and those who failed gain one of the conditions listed under Psychic Effects, above, until they leave the region.

Success. The voidrunners manage to resist the worst effects of the psychic field and make their way through it safely.

Critical Success. The voidrunners are fortified against the effects. The next time each would gain a level of strife, they do not gain that level of strife.

Ship Graveyard

2nd tier (environmental)
Challenge 9 (5,000 XP); DC 17/15
Area Immediate

Spaceships look magnificent and imposing, but they are actually fragile. Withstanding the rigors of space travel takes miracles of engineering and even the smallest mistake might turn a routine trip into a disaster or even a dreadnought into wreckage. Luminous nebulae are areas where such tragedies happened. Hundreds, sometimes thousands, of wrecked spaceships float around, either by themselves or in the orbit of some stellar body. Some luminous nebulae form around the obstacle that destroyed the ships itself, such as a gravity well or a particularly nasty asteroid field. Some, however, seem to happen by chance. Why did so many ships end up wrecked at this exact same spot in all of the cosmos?

Field of Wreckage. All of the wreckage flying around in a ship graveyard blocks vision, jambles sensors and troubles all kinds of maneuvering. Perception checks are made with disadvantage in a ship graveyard, and any space vehicles check which results in a critical failure causes 6d6 damage per grade to the starship as it collides with floating debris.

Gold From Garbage. A critically successful Salvage check in a ship graveyard yields 1d6 × 100 × the region's tier in credits. Many ship materials are still salvageable and voidrunners might also find ship upgrades or spare parts at the Narrator's discretion.

Possible Solutions

A group check will help the voidrunners navigate the wreckage and possibly even find some valuable salvage: space vehicles to pilot the ship, Investigation to scan for valuable salvage, Engineering to keep the shields concentrated in the right directions or History to learn about the wrecked ships and what salvage might be present.

Critical Failure. The ship collides with wreckage and takes bludgeoning damage equal to 30% of its maximum hit points and suffers one critical malfunction.

Failure. The ship is slightly damaged. It takes bludgeoning damage equal to 30% of its maximum hit points

Success. The voidrunners navigate successfully through the graveyard and gain 3d6 Supply.

Critical Success. The voidrunners navigate through the graveyard, gaining 6d6 Supply and rolling once on the Boons & Discoveries table.

Stellar Flare

2nd tier (environmental)

Challenge 9 (5,000 XP); DC 17/15

Area Immediate

A stellar flare is an intense localized eruption of electromagnetic radiation in the vicinity of active stars, often accompanied by coronal mass ejections, stellar particle emissions, stellar winds and other phenomena.

Possible Solutions

A group check is required to safely get starship and crew through this challenge, with voidrunners each choosing what check to make. Investigation allows the voidrunners to account for the sensor's skewed readings, space vehicles check can maneuver the ship, and Engineeringcan keep power levels steady.

Critical Failure. The ship is extremely damaged by the flare. It suffers radiant damage equal to 30% of its maximum hit points. Additionally, both ship and crew are exposed to severe radiation; each voidrunner must make a Constitution saving throw or suffer from radiation sickness (see *Voidrunner's Codex* page 283), and the party loses a week of travel time as the crew recovers.

Failure. The ship is slightly damaged. It suffers radiant damage equal to 30% of its maximum hit points and the voidrunners suffer a level of fatigue.

Success. The ship manages to evade ill effects from the flare.

Critical Success. The ship evades all ill effects and manages to achieve a speed boost from the flare. Its FTL speed increases by 2 for the next 24 hours.

Stellar Spark

0th tier (environmental)
Challenge 1 (200 XP); DC 13/13
Area Local (1 hour)

While a stellar flare is a monumental event, a stellar spark is far less dangerous. Even so, it can pose a danger to inexperienced crews.

Possible Solutions

A group check is required to safely get starship and crew through this challenge, with voidrunners each choosing their own way to contribute. Investigation allows the voidrunners to account for the sensor's skewed readings, space vehicles check can maneuver the ship, and Engineeringcan keep power levels steady.

Critical Failure. The ship suffers serious damage. The stellar spark deals radiant damage equal to 10% of the ship's maximum hit points. The ship and crew are also exposed to light radiation and the party loses 3 (1d6) days of travel time as the crew recovers.

Failure. The ship suffers a little damage. The stellar spark deals radiant damage equal to 10% of the ship's maximum hit points.

Success. The ship manages to evade ill effects from the stellar spark.

Critical Success. The ship evades all ill effects from the stellar spark and the sensors record the event in detail. The recording can be sold for 60 credits to the right buyer.

Sun Cult

2nd tier (creatures)
Challenge 6 (2,300 XP); DC 16/14
Area Immediate (less than 1 hour)

The party discovers survivors aboard a wreck orbiting a star. Mentally and physically scarred from the effects of a catastrophic shield failure and the subsequent radiation, they worship the star itself—and the voidrunners' ship is a way for them to finally be one with their god.

Cow the Mob. If a voidrunner chooses to use force against the cult, they still make a skill check as normal. They gain advantage on this check, but also take 9 (2d8) damage and suffer a level of fatigue from being battered about.

Hush. If the boarding party succeeds a group Stealth check, they avoid being noticed and can withdraw to their own vessel to make plans. If they are not cautious or if they fail the check, increase this encounter's challenge rating by 1.

Healthy Mind, Healthy Body. The sun cultists are far too damaged in mind and body to recover with a few treatments. However, if the voidrunners take any of the survivors to their medical bay, they will eventually return to a semblance of their former selves after 9 (3d6) months of consistent physical and psychological treatment.

Possible Solutions

Once the cult is alert to their presence, each voidrunner decides how to deal with the stampede. Suggestions include Acrobatics or Athletics to outrun the cult and get back to the ship first, Bluff or Intimidation to steer the cult in the wrong direction, Deception or Religion to get the cult to see them as an ally, or Stealth to avoid the dangerous throngs and wait for an opportune time to slip away. However, if every party member attempts this, there's no one to stop the cult from boarding the ship and clumsily trying to take control. Roll on the Critical Malfunction table.

Critical Failure. The party is overwhelmed, each voidrunner taking 18 (4d8) damage and suffering a level of fatigue. The cult tries to steer the party's ship into the sun, but the vessel's own safeguards won't allow that, and the cult is too confused to override them. Enraged, they lash out at the controls before returning to their ship. The ship gains one critical malfunction.

Failure. The party drives back the boarders after a tussle. Each PC takes 9 (2d8) damage and suffers a level of fatigue.

Success. The party holds the cult at bay or manages to otherwise contain them.

Critical Success. The voidrunners manage to contain, outwit, or cow the cult. In the process, they either find or are offered something. Roll on the Boons and Discoveries table.

Supercharged Cloud

2nd tier (environmental)
Challenge 9 (5,000 XP); DC 17/15
Area Region

Highly ionic nebula clouds create supercharged fields that usually go unnoticed in distant, unexplored space. This is not one of those times.

Possible Solutions

This challenge requires a group check, with each voidrunner choosing from Investigation to work with the sensors and obtain greater information, computers to fine tune the ship's software to better deal with the supercharged nebula, Engineering to ensure the system can take the strain, space vehicles check to maneuver the ship, or Persuasion or Intimidation to coordinate the crew's efforts.

Critical Failure. The supercharged nebula takes a heavy toll on the ship and the voidrunners. The ship suffers radiant damage equal to 30% of its maximum hit points and each voidrunner suffers a level of fatigue. Additionally, the ship gains one critical malfunction.

Failure. The ship can't escape from the nebula unscathed. It suffers radiant damage equal to 30% of its maximum hit points and loses 3 (1d6) days of travel to short staffing as the crew recovers.

Success. The ship escapes unscathed from the supercharged nebula.

Critical Success. The ship escapes unscathed from the supercharged nebula and manages to drain energy from it. The recharge time of their shields is improved by 1 until the end of their next battle (for example, a recharge rate of 6 becomes a recharge rate of 5–6).

Void Cat

3rd tier (environmental)
Challenge 13 (10,000 XP); DC 19/16
Area Immediate (less than 1 hour)

While the ship cruises through a deep void, the crew starts hearing strange noises here and there. It's like an animal scratching furniture. Every now and then someone sees a small form running away. Soon, food starts missing. Power dies down. Someone in the crew probably heard the stories, but dismissed them as a joke: the voidrunners are under attack by a void cat.

Of course, a void cat is not even alive, much less an animal. It's a combination of phenomena common in deep voids, mostly due to radiation and strange matter interaction with the ship engines.

Knowledge is Power. A Culture or Science check identifies the phenomena, granting advantage on all ability checks made to overcome this challenge.

Possible Solutions

Holding the crew together during this time requires a group check. Science can identify that the effect is in fact a strange effect of the Void and not a creature, Performance or Persuasion help to take everyone's mind off of the issues, Medicine can provide treatment which helps alleviate the stress, while Arcana can help protect against the psychic effects.

Critical Failure. The event severely taxes the voidrunners' psyches. Each takes 22 (5d8) psychic damage and suffers 2 levels of strife.

Failure. The event is mentally and physically taxing. Each takes 13 (3d8) psychic damage and suffers 1 level of fatigue.

Success. The crew manages to keep it together. No major damage happens.

Critical Success. Not only does the group escape unscathed but they gather new and valuable information about the void cat phenomenon. This information can be sold for 1,300 credits to the right buyer.

Void Poisoning

3rd tier (environmental)
Challenge 13 (10,000 XP); DC 19/16
Area Immediate (less than 1 hour)

The Void is unpredictable. Most of the time short-term exposure while under a spaceship's heavy shielding yields no harm, but sometimes it negatively impacts the crew and seeps into the ship's systems.

Possible Solutions

Fighting void poisoning is a group check. A computers check can detect problem areas, Engineering can repair damaged systems, Investigation can be used to perform in-person inspections, and a Performance or Persuasion check helps to calm the crew and keep everyone's morale high.

Critical Failure. The Void does a number on both ship and the crew. The ship takes force damage equal to 40% of its maximum hit points and gains one critical malfunction. Additionally, all voidrunners suffer two levels of strife.

Failure. The void causes significant harm to the ship and the crew. The ship takes force damage equal to 40% of its maximum hit points. Additionally, all voidrunners suffer one level of strife.

Success. The crew fights off the void poisoning with no ill effects.

Critical Success. The crew fights off the void poisoning and manages to gain new insights while contemplating the void. The voidrunners each gain an expertise die on Wisdom saves for the next month.

Boons and Discoveries

When the voidrunners overcome a great obstacle or are triumphant in the face of a difficult struggle they deserve to be rewarded. Boons and discoveries reward the party, and although they sometimes result in credits or a technological trinket, their greater purpose is to make journeys all the more memorable.

When the party gains a boon or discovery, the Narrator can invent one or roll 1d8 on the following table. Note that not all boons and discoveries are appropriate for all tiers of play, and the Narrator should reroll when a reward is too powerful (for a lower tier party) or insignificant (for higher tier adventurers).

Discovering boons in space. When in space, items and creatures can be encountered in the wrecks of ships, floating in the void, or even aboard the voidrunners' own vessel. Choose a location or roll on the following table:

D8	LOCATION
1	Floating in the void
2	In the wreckage of another ship
3	On the surface of an asteroid
4	In the voidrunners' own cargo bay
5	In the stomach of a space monster
6	On a space station
7	On a seemingly empty moon
8	In a shuttle crossing the same region

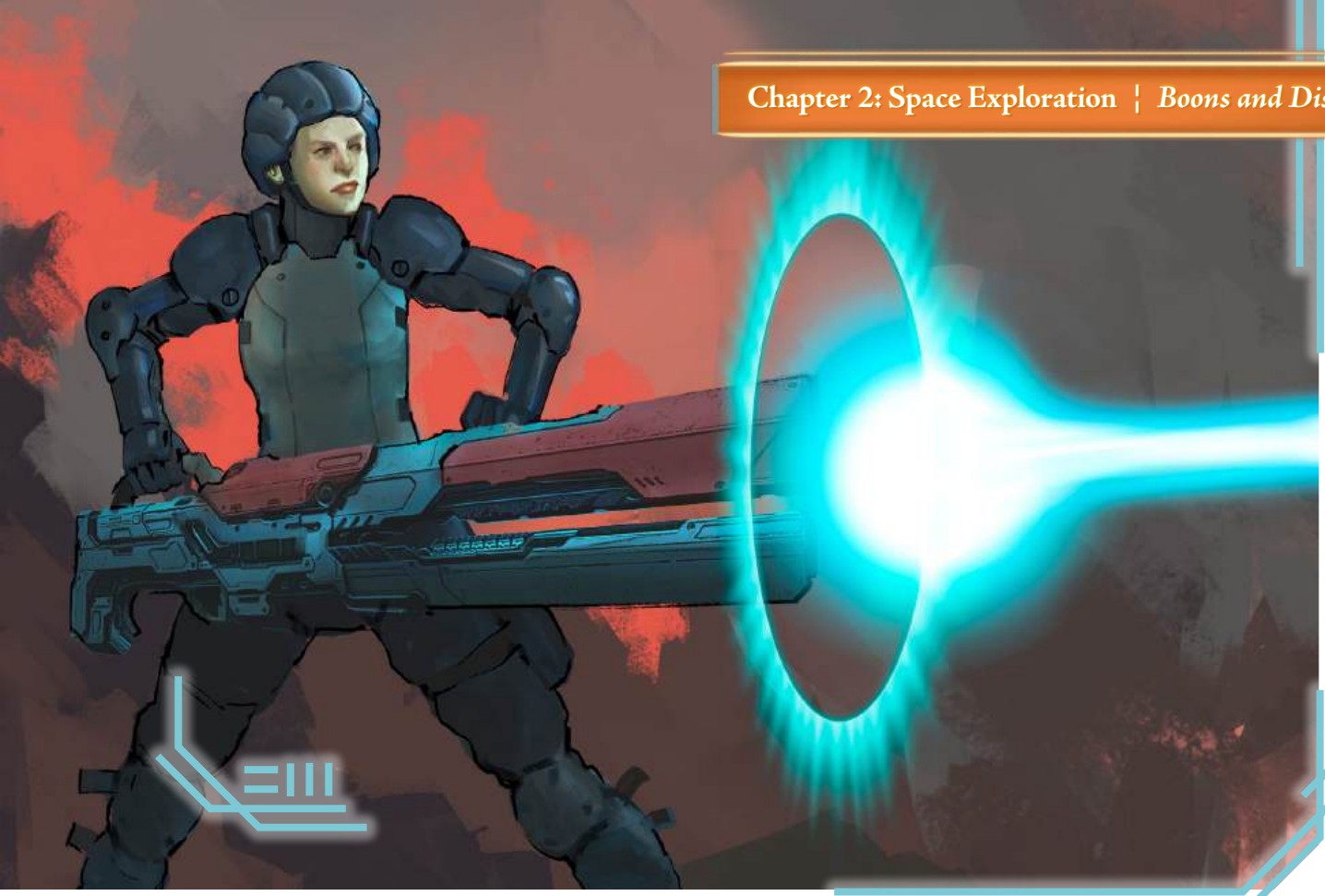


TABLE: BOONS AND DISCOVERIES

D8	BOON
1	***Ally:*** An unexpected ally accompanies the voidrunners.
2	***Breakthrough:*** The voidrunners are privy to a one-use experimental item.
3	***Medicine:*** The voidrunners find medical supplies.
4	***Secret:*** The voidrunners learn some rare or secret information.
5	***Supply:*** The voidrunners find 1d6 days' worth of starship Supply.
6	***Treasure:*** These discoveries are either credits, valuables or advanced technology.
7	***Other:*** Roll on the Unusual Items table.
8	***Shortcut:*** The voidrunners discover a space-time anomaly which is able to transport them immediately to the next Region.

Ally

Life springs all across the universe in a vastly diverse myriad of ways. As such, every planet has vastly different fauna from each other. When voidrunners cruise through such places, they can meet all sorts of lifeforms and sometimes these beings might befriend them.

An ally might escort the voidrunners in its own ship, or join them aboard. The ally remains with the voidrunners until they leave this Region and provides information about the area.

BOON ALLY EXAMPLES

Tier 0 (CR 0-½) Noble, trader, ruffian, cadet, commando
Tier 1 (CR 1-2) Academic, enforcer, drone, telethar
Tier 2 (CR 3-4) Smuggler, agent, marine, karthog
Tier 3 (CR 5-6) Bounty hunter, contract killer, captain, warstorm, cloak ray
Tier 4 (CR 7-8) Underworld boss, inquisitor captain, psionic knight, astral whale, sapient ship, gruhnka

TABLE: BREAKTHROUGHS

D20	BREAKTHROUGH DISCOVERIES
1	*Liquid metal.* A shimmering silver oil that can be applied to any piece of amor, granting a +2 AC bonus for one hour.
2	*Force brooch.* A brooch capable of emitting a force field. It grants 10 temporary hit points per tier. They last for an hour.
3	*A flavorizing gun.* It emits a ray with a range of 30 feet. Anything hit by that ray changes flavor. Users can select the flavor with a dial: spicy, sour, salty or sweet. If it hits an attended item, the owner can attempt a Dexterity saving throw (DC = 8 + user's Dexterity) to avoid its effects.
4	*Nutritious gum.* This little piece of green chewing gum is extremely rich in nutrients. Chewing it to completion takes an hour and grants the effects of eating full meals for a week.
5	*Twin dice.* This pair of six-sided dice always roll together and always achieve the same result, as long as they are both on the same planet. This breakthrough is not destroyed after use.
6	*Silence bomb.* This bomb explodes in a cloud of smoke that heavily obscures a 5-foot square area. Aside from concealment, it prevents sound from leaving or entering the cloud.
7	*Experimental physical enhancer.* This red pill gives advantage on Strength, Dexterity and Constitution saves and checks for an hour. After that, the user suffers a level of fatigue.
8	*Experimental mental enhancer.* This blue pill gives advantage on Intelligence, Wisdom and Charisma saves and checks for an hour, after which the user suffers a level of strife.
9	*Targeting software routine.* +1 to attack rolls with starship weapons for 1 week.
10	*Enhanced systems.* The voidrunner's ship gains 100 temporary hit points.
11	*Experimental painkiller.* Restore a dying creature to half its normal hit points. It suffers a level of fatigue.
12	*Inspirational song.* The voidrunners gain +1 on attack rolls for their next combat encounter.
13	*Multigun.* Choose a ranged weapon and a melee weapon. This gun combines the properties of both. You can change between usage modes with an standard action. This breakthrough does not break when used.
14	*Experimental ammo.* Any weapon that uses ammo can use this breakthrough. The weapon deals one additional damage die. When it causes maximum damage with any hit, the weapon explodes and the user suffers damage as though they were shot with the weapon.
15	*Perfect prosthetic.* This prosthetic can simulate any limb and, once attached, changes its surface composition to become indistinguishable from flesh.
16	*Speed hack.* This microchip can be installed in any computer to make it faster. You gain +2 to computers checks when using it. When you roll a 1 on a computers check, it overheats and becomes useless.
17	*All-climate pill.* When you take this pill, you become resistant to climate change for a week. You gain advantage on saving throws against environmental dangers.
18	*Experimental food.* Gain 1d4 Supply. All crew members gain 5 temporary hit points.
19	*Experimental fuel.* Starship travel speed is doubled for the next week.
20	*Experimental superweapon.* Choose a weapon type. This experimental weapon deals twice as much damage as normal for a weapon of its type. Every time it is used, roll 1d6; on a roll of 1 it breaks and becomes useless.

Breakthrough

The party finds a piece of lost technology. All breakthroughs can be used once; after that, they are destroyed and lost, unless it is said otherwise. Roll a d20 on Table: Breakthroughs to find out what kind of gadget the voidrunners found. All breakthroughs take a standard action to be used unless stated otherwise.

Medicine

The party discovers a small cache of medical supplies (see Medicine, Chapter 3: Equipment).

TABLE: MEDICINAL DISCOVERIES

D6	DISCOVERIES
1	First aid kit and 1d4 antiseptic
2	1d10 anxiety medication
3	1d10 steroids, 1d10 stimulants
4	Crash kit, 1d10 medical gel
5	1d10 nano-bandages
6	Crash kit, 1d6 medical gel, 1d6 nano-bandages

Secret

After the age of information, knowing something is sometimes worth more than having something. This boon represents the party learning about something interesting or mysterious that most people do not know.

Supply

The party discovers a cache of fuel, parts and/or food. Anything they can use to get their ship running. Typically this is 1d6 days worth of starship Supply (see page 37)..

Treasure

Roll on the treasure table for a Challenge Rating equal to the CR of the encounter or challenge, or of the average character level.

CR 0-2 (1d6)

1. Electronic components worth a total of 200 cr
2. An assault rifle smeared with blood
3. Corpse with 80 cr and a ruby ring worth 25 cr
4. Intact polymer armor currently filled with the skeletal remains of its owner
5. Glowing crystals worth 100 cr
6. 2 stun grenades

CR 3-4 (1d10)

1. Electronic components worth a total of 500 cr; two sentinel drones that remain relatively intact and can be repaired to functionality with a DC 14 Computers or Engineering check
2. A starglaive and a focusing crystal, the last remains of a fallen psyknight
3. Pair of intricately carved stone bracelets (12 gp each), 2 packets of healing herbs (act as *potions of healing*)
4. The desiccated remains of a corpse inside a suit of carbide plate
5. Nearby ship wreckage worth 1,000 cr
6. Metal personal effects of varying ages (such as datapads, nonfunctional blasters, jewelry) worth 500 cr
7. 5 stun grenades
8. A starfighter worth 1,000 cr or less
9. 300 credits in chip form
10. Guns and ammunition collectively worth 300 cr

TABLE: SECRET BOONS

D20	SECRET BOON
1	The name of the most reliable police officer in the Region.
2	The exact profit a specific corporation had last year with their most recent product.
3	A specific creature's resistances, immunities, and vulnerabilities.
4	The code to a rich person's safe.
5	On a nearby world, there is an underground lab that makes unreliable prosthetics for half the normal price.
6	The location of a space pirate haven in the galaxy.
7	The real name of a wanted criminal's true love.
8	A list of five trustworthy Fleet Academy graduates and where to find them.
9	The current location of a famous psyknight.
10	The password to enter the Region's most exclusive bar.
11	The favorite food of the Region's most ruthless crime boss.
12	An authority figure in the Region is secretly an AI rights activist.
13	There is an office building in a city on a world nearby where bug detectors do not work.
14	One of the scientists who created an advanced item lives nearby. They have abandoned their career.
15	There is a personal tragedy in the past of a charismatic local leader.
16	One of the local religious leaders used to be either a criminal, a famous musician or a star athlete before they found religion.
17	Sadly, the local government is completely corrupt. The voidrunners find proof of a very incriminating event.
18	***Pilot trick.*** Choose a ship. One voidrunner gains +1 to their System Action DC when using that ship.
19	***Weapon secret.*** Choose a weapon. One voidrunner becomes proficient with it.
20	***Martial arts secret.*** If the crew trains together for a week, each voidrunner rolls a d20. The voidrunner with the highest roll chooses one boon from the following list: unarmed strike damage increases to 1d4, +1 on attack rolls with unarmed strikes, gain proficiency with a melee weapon, +1 on initiative checks.

CR 5-10 (1d8)

1. Electronic components worth a total of 1,000 cr; two robots that remain relatively intact and can be repaired to functionality with a DC 16 Computers or Engineering check
2. Two randomly selected starfighters costing no more than 1,500 cr each, intact but requiring repair costs equaling half their value
3. A still intact companion AI cybernetic implant amidst a pile of bones and shredded clothes
4. 2 etched metal collars engraved with "Loyal" and "Brave" in the local language (25 cr each), 2 raw gemstones (75 cr each), necklace of precious metal and polished gems (200 cr)

5. 1,000 cr, 3 stun grenades
6. A psionic crystal and a pair of night vision goggles
7. 400 credits in chip form, a still functioning distress beacon, and a sentinel drone which needs repair
8. Recoverable tools, space suits, and technology collectively worth 1,000 cr

CR 11-16 (1d2)

1. Chemical detector, distress beacon, ghillie suit, 3 rifles, cybernetics kit, jump coils, gold ring (100 cr), gold bracelet with an inscription from a loving family (250 cr), 500 cr of assorted jewelry and accessories, 700 cr
2. Scientific observations on xenid behavior, technology, tools and valuable keepsakes from dead settlers collectively worth 3,000 cr

CR 17-22 (1d3)

1. 8,000 cr
2. Luxury goods (art, clothes, etc) worth 20,000 cr
3. A critically damaged but salvageable 1d4 grade capital ship, 1d6 critically damaged but salvageable starfighters

CR 23-30

- Ancient technology worth 50,000 cr

CR 31+

- Disabled starships worth 200,000 cr

Other

The value of an unusual item is based on the Region's tier (tier 0: 50 credits, tier 1: 150 credits, tier 2: 600 credits, tier 3: 1,500 credits, tier 4: 4,000 credits). Roll a d20 on the Unusual Item Discoveries table.

TABLE: UNUSUAL ITEM DISCOVERIES

D20	UNUSUAL ITEM DISCOVERIES
1	A red and white sphere which can be used as a small purse or wallet.
2	A more elegant weapon for a more civilized age.
3	A painting depicting a famous location, one century ago.
4	A rare physical copy of a famous local book.
5	A signed picture of a dead celebrity.
6	A piece of clothing which cannot be replicated, due to scarce resources or lost technology.
7	A gilded handgun.
8	A map for a city that doesn't exist anymore.
9	The first written draft of a local song.
10	A rare recording of a famous speech by a local leader.
11	A physical copy of an out-of-production videogame.
12	A local item that is inexpensive and pervasive, but can be sold for quite a lot of money on other planets.
13	A helmet bearing the style of an almost-forgotten warrior clan.
14	A bottle of good ale.
15	A datadrive containing the detailed story of a long-dead family.
16	The picture of a very pretty cat.
17	A vintage toy.
18	A worn-out recording of a hit song.
19	A non-functional but pretty piece of technology.
20	Very cool shades.

CHAPTER 3

Starship Combat

- *"I'm going in!" declares the pilot as he dives his starfighter down towards the carrier's shield generators. If he can just take those out, his allies might stand a chance!*
- *The red alert klaxons sound as the crew rush to their battle stations. The captain orders the shields raised and the gunners train the massive ion cannons on the incoming warship. Nobody wanted war, but the crew was ready for it if necessary.*
- *There's a loud, metallic cutting sound, and the airlock bursts open. Enemy soldiers pour onto the starship's cargo deck, as the defenders crouch behind crates and return fire. Whatever happens, the intruders must not be allowed to reach the bridge!*

When starships engage in combat, even the heavens tremble! Nimble starfighters rave through the void, and titanic warships unleash barrages of plasma fire. Shields are raised, boarding parties prepare themselves for combat, and pilots begin their attack runs.

During starship combat voidrunners direct starfighters and activate the abilities of larger vessels. On your turn, you might use your starfighter to strafe an enemy carrier, or you might crew the weapons deck of a mighty destroyer.

The Arena

Starship combat takes place in a **sector**, represented by a battlemap. Sectors contain one or more **combat zones**, areas of interest which affect starship combat in different ways.

Starship combat takes place at sublight speeds. Ships moving at FTL speeds are not able to interact directly with each other.

Combat Zones

A combat zone is an area of interest within a sector that has some quality or features that make it distinct from the surroundings. Typically any Titanic object should be surrounded by a combat zone, and any area that isn't just empty space should be a distinct combat zone. Some examples of combat zones include:

- Asteroid fields.
- Engagement areas where starships are fighting.
- The areas around capital ship wrecks.
- Debris fields.
- The areas around space stations.
- Space phenomena such as wormholes or electrical storms.
- Dust clouds.
- The atmosphere of a nearby planet.
- The area surrounding a capital ship.

In addition, larger capital ships may be surrounded by more than one combat zone which can include specific targets such as the shield generators or other vital objectives.

Combat zones can exist in space, or they can exist within an atmosphere. Terrestrial combat zones might include a dangerous ravine, a deadly storm, or a hill protected by surface-to-air plasma cannons.

Areas of Effect in Combat Zones. Personal abilities which normally have an area of effect only affect single targets when operating in a combat zone. In the case of areas of effect that persist over multiple turns, creatures, vehicles, or starships may choose to enter such areas but can always voluntarily avoid them.

Larger area-of-effect weapons (such as those used by capital ships) may affect an entire zone and all the creatures, vehicles, and starships within that zone.

Beneficial Auras in Combat Zones. Many class features bestow situational benefits to allies within a certain radius. While operating in a combat zone, these benefits can only be gained while operating in a formation using a formation combat maneuver.

Saving Throws. Zones are given tiers, much like Regions. The DC of any saving throws depends on the zone's tier.

Damage. The damage caused by a combat zone's effects also depends on its tier.

TIER	SAVING THROWS	DAMAGE
0	10	11 (3d6)
1	13	18 (4d8)
2	15	28 (5d10)
3	18	39 (6d12)
4	20	65 (10d12)

Adjacent Zones

While the actual distances may be massive, some combat zones may be close neighbors. The Narrator may designate two or more zones as "adjacent zones".

In addition to any zones the Narrator has designated as adjacent, all zones are considered adjacent to the Void.

The Void

All of the space within a sector not allocated to a combat zone is part of a special zone called the Void. Essentially empty space, the Void is a transitional zone between all other combat zones and every combat zone is considered adjacent to the Void. Ships and creatures attempting to travel between combat zones must often travel through the Void to reach their destination.

Creating new combat zones. While in the Void, ships and creatures automatically create a new combat zone when they attack another target also currently in the Void. This new combat zone includes whatever created it and the target they fired upon, representing a new area of engagement spontaneously erupting within the sector.

When you create a combat zone in this way the Narrator may choose for it to be adjacent to any one other combat zone. If all ships and creatures leave this combat zone and leave it empty, the combat zone is removed from the sector and becomes part of the Void.

List of Zone Traits

The following is a selection of combat zone traits. A combat zone can consist of more than one of the following traits (for example, a trench run zone on a moon-sized battle station might involve both the Artillery and Canyons traits simultaneously). The Narrator is encouraged to devise their own combat zones and traits.

Anomalies

Spatial anomalies can cause navigational problems for those nearby, while temporal anomalies can sow confusion. One of the following effects apply.

Spatial anomaly. At the start of its turn, a ship or creature operating in this zone rolls 1d6. Ona roll of 6 it is instantly teleported to another randomly selected zone.

Temporal anomaly. At the end of its turn, a ship or creature operating in this zone rolls 1d6. On a roll of 6 it immediately gains another turn.

Artillery

Some combat zones are crowded with artillery fire, whether that be anti-aircraft fire from the ground or continual bombardment from orbital platforms. These areas are extremely hazardous.

Artillery Fire. At the start of its turn each flying creature or ship in the zone makes a Dexterity saving throw or is hit by artillery fire, taking force damage.

Atmosphere

Planetary atmospheres turn to friction fire at the speeds most ships travel at. Starfighters and shuttles typically have a more streamlined or shielded design allowing for easy landings, but capital ships rarely have such precautions.

Fiery Friction. Whenever a capital ship begins its turn in atmosphere, it takes an amount of fire damage equal to 1d6 multiplied by its grade. Starfighters and capital ships with the lander property are immune to these effects.

WORLD ACTIONS

Blinding Clouds (Recharge 5-6). The combat zone is heavily obscured for 1 round; Perception checks and attacks are made with disadvantage.

Canyons

Massive asteroids or planetary surfaces often feature winding, rocky canyons which are perfect for losing a pursuer in. The interior of a moon-sized space station might also be considered a canyon.

Risky Maneuvers. At the start of its turn, each ship or creature makes a Dexterity saving throw to maneuver or it collides with a canyon wall, taking ramming damage (see page 85).

Debris

From ship wreckage to asteroid showers, debris moving at rapid speeds can be incredibly dangerous for anything unshielded, especially smaller craft.

Cluttered. The combat zone provides you with a +2 bonus to AC, Dexterity saving throws, and ability checks made to hide.

Tricky Maneuvering. Ship speed is reduced by one category (to a minimum of slow).

WORLD ACTIONS

Deadly Debris. Each ship or creature makes a Dexterity saving throw to maneuver or it collides with a large chunk of debris, taking ramming damage (see page 85).

Gravity Well

The gravity wells of planets, black holes, or other phenomena can affect ships and creatures within a zone.

Escape Velocity. The ship's speed is reduced by one category (to a minimum of slow) for the purposes of leaving the gravity well.

Crushing Force. Gravity wells of tier 3-4 exert enough force to damage starships and creatures, which must make a Strength saving throw or suffer bludgeoning damage.

Inferno

While all spacefaring creatures and ships must be insulated against the chill of the void, such vessels are rarely prepared for similarly high temperatures. Merely scorchingly high temperatures cause discomfort and fatigue, while close proximity to stars and other highly reactive phenomena can generate truly blistering temperatures.

Intense Heat. Ships and creatures make a Constitution saving throw at the start of their turn, taking fire damage on a failure. Spacefaring creatures or those aboard a vehicle that fails this save also suffer a level of fatigue. Participants that have immunity to fire damage are immune to this effect.

Interference

Sometimes fields and radiation interact in strange ways, signals get hazy and lines of communication become useless—and even hazardous.

Can You Read Me? Wireless networks, communicators, and teleporters do not function, and any device that attempts to send a signal through an area of interference fails to do so. Such signals may be partially transmitted at the Narrator's discretion, though always as incomplete and garbled messages.

Intense Feedback. Any participant trying to send or receive a signal or otherwise use the ship's comms (including personal devices) receives high-pitched static and must make a Constitution saving throw or take thunder damage.

Obscured

From dense nebula to dust clouds, some areas of space are heavily obscured. These make for excellent hiding places or ways to level the odds against suoerior forces.

Limited Visibility. All ranged starship attacks are made with disadvantage.

Hiding Place. Perception checks and checks made to use sensors are made with disadvantage.

Psychic Field

Psionic effects permeate the zone, affecting the minds of any creatures within it.

Psychic Knowledge. A voidrunner who makes a successful Arcana check grants the other voidrunners an expertise die when making saving throws against the effects. Only one such expertise die can be gained in this way.

Medical Help. A Medicine check can be made to administer anti-psychic medication which grants an expertise die when making saving throws against the effects. Only one such expertise die can be gained in this way.

Psychic Effect. Each creature in the zone makes a Wisdom saving throw at the start of its turn. On a failure, the creature gains one of the following conditions until the start of its next turn. Roll 1d6 on the following table.

Radiation

The universe is filled with silent murderous radioactivity, so minor in most places that it's negligible, but disastrous to life in great quantities. Areas can become irradiated through natural radioactive elements, flippant use of nuclear technology, or the emanations of stellar phenomena.

Radiation Burn. All participants without active shielding make a Constitution saving throw at the start of their turn or they take poison damage. Damage from radiation is applied to creatures on board starships, but does not directly affect the starship itself. Additionally, any creature who fails this saving throw is poisoned for 1 hour or until they receive anti-radiation medicine.

D6	
1	Amnesiac
2	Enraged
3	Manic
4	Placid
5	Frightened
6	Confused

Storm

Whether environmental or space-based, a storm presents danger for any vessels or creatures within the zone.

Obscured. Attacks and Perception checks are made with disadvantage.

Electrical Blasts. At the start of their turn, participants make a Constitution saving throw, taking lightning damage on a failure. Depending on the nature of the storm, this damage might be replaced by fire damage.

Tornado

Tornadoes are areas of intense whirling winds; they are more common in atmospheres, but can also take place in space.

Buffeting Winds. At the start of its turn, each creature or ship in this zone makes a Strength saving throw. On a failure it is thrown into an adjacent zone, taking bludgeoning damage in the process.

Actions in Combat

Each round, voidrunners take actions as normal.

On a capital ship, a voidrunner might use their actions to move the ship, or to move to another deck, to activate the special features of a ship deck, to fire weapons, or to fight intruders. While piloting a starfighter, a voidrunner might use their actions to move their fighter, fire weapons, or employ special combat maneuvers.

Movement

The impulse movement speeds of ships and space-faring creatures are described as **slow**, **average**, and **fast**.

Creatures that are in the cockpit of a starfighter or are at the helm of a capital ship are considered to be helming a ship.

- A creature with a **slow** speed or that is helming a ship with a slow speed requires both its movement and its action on its turn to travel from one combat zone to an adjacent combat zone.
- A creature with an **average** speed or that is helming a ship with an average speed can move from one combat zone to an adjacent combat zone by using its movement on its turn.
- A creature with a **fast** speed or that is helming a ship with a fast speed can use its movement to move from one combat zone to any other combat zone in the same sector (even if those combat zones aren't adjacent).

Firing Weapons

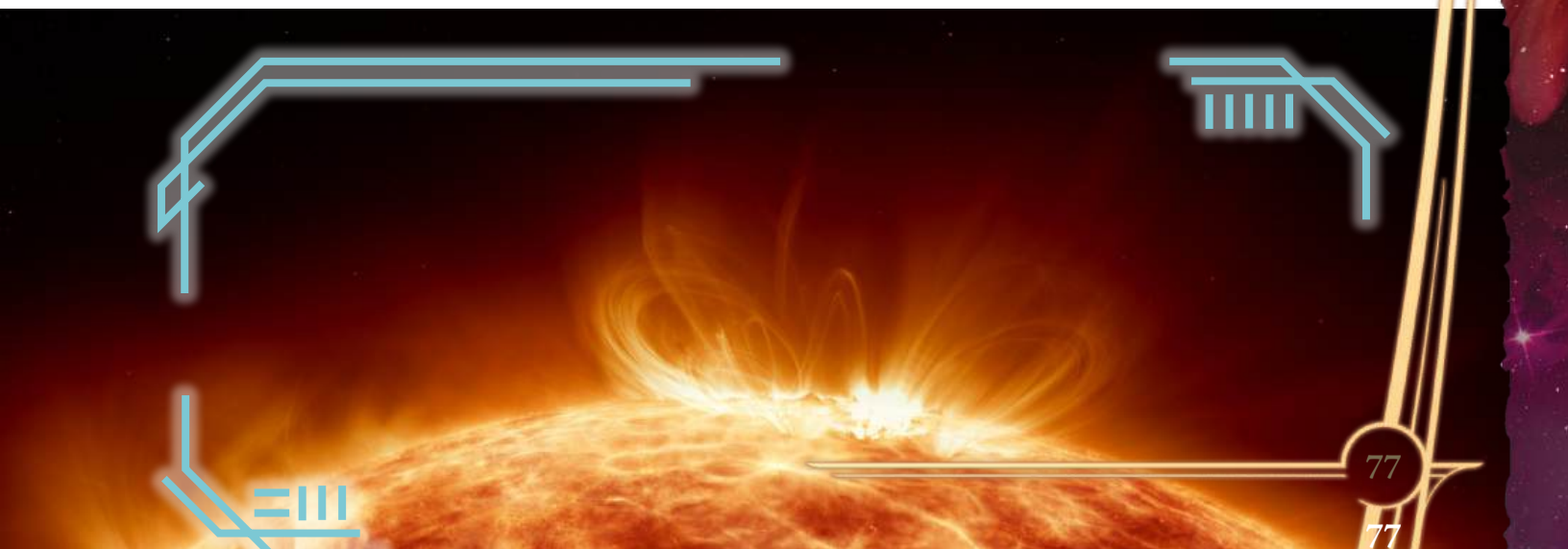
Ships and creatures operating within a combat zone may attack targets within the same combat zone, and any potential target within their combat zone is considered within range.

- A ship with **short range** weapons can only attack targets in the same combat zone.
- A ship with **medium range** weapons can attack targets in the same combat zone normally, and targets in an adjacent combat zone with disadvantage.
- A ship with **long range** weapons can attack targets in adjacent combat zones normally, and targets in other combat zones (including the same combat zone) with disadvantage.

Damage

When a starship is reduced to 0 or fewer hit points it is destroyed. Additionally, if a capital ship suffers damage equal to 25% or more of its maximum hit points in a single attack, or when it is reduced to 50% of its maximum hit points, it suffers a critical malfunction (see page 82).

Immunities. As objects, starships are immune to poison and psychic damage. Unless the source is a hacking maneuver, capital ships and their decks are immune to the blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions, as well as any other effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.



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Targeting Decks

Normally a ship is targeted as a single entity, and damage reduces its total hit points. However, it is possible to fire at specific systems or decks on a capital ship. When targeting a specific deck, the attack is made at disadvantage, and the attack must be made at short or medium range. Specific decks may be in different combat zones, depending on the size of the ship.

If the attack hits its target deck, the target ship makes a Constitution saving throw (with a DC equal to the damage taken) or the deck becomes damaged. If a damaged deck is hit by an attack, the target ship makes a Constitution saving throw (with a DC equal to the damage taken) or the deck becomes disabled.

Capital Ships

When on a capital ship, voidrunners use their actions to move the ship, fire weapons, activate its special abilities, travel from one deck to another, and more.

Capital Ships and Combat Zones

Every capital ship has a surrounding combat zone, but some capital ships may have multiple combat zones surrounding distinct sections (such as bow or aft combat zones) or distinct combat zones for the areas around engines, shield generators, or other important sections of the ship. Different combat zones around a capital ship may contain objectives or features which affect the combat.

The Narrator designates the combat zones at the start of combat.

Moving Capital Ships

A capital ship moves when the helm operator uses their action to do so. When a capital ship moves, its combat zones move with it.

When a capital ship moves, it may move adjacent to any other combat zone in the same sector.

A capital ship (and its combat zones) may enter another combat zone, but not another capital ship's combat zones.

When a capital ship moves, any ships or creatures operating in its combat zones may choose to move along with the capital ship and remain operating in those combat zones. Doing so does not cost any movement. If any ships or creatures choose to remain, they instead create a new combat zone in the vacant space.

- A creature helming a capital ship with a **slow** speed may move the ship adjacent to any combat zone as an action. Until the beginning of the next round, that ship's decks cannot be used to make system actions and its weapons cannot be used to make attacks.
- A creature helming a capital ship with an **average** speed may move the ship adjacent to any combat zone as an action. Until the beginning of the next round that ship's decks cannot be used to make system actions.
- A creature helming a capital ship with a **fast** speed can use an action to move the ship adjacent to any combat zone.

Actions

Voidrunners may perform a number of actions while on a capital ship.

- Use their action to helm the ship.
- Use their movement to travel to another deck.
- Use their action to activate one of a deck's system actions.
- Use their action to fire a weapon.
- Use their action to raise or lower shields.

TACTICAL COMBAT

Instead of combat zones, you might choose to use tactical combat. Tactical combat uses a hex grid. Each ship is represented by a single token or miniature, and occupies one or more hexes depending on its size.

In tactical combat, combat zones are still designated and have the same properties as they normally do, but movement between them works differently.

Movement

When using tactical movement, starships are moved on the hex grid. Each turn the voidrunner piloting or helming a ship can move the vessel a number of hexes up to its impulse Speed.

Ships may move forward a number of hexes up to their impulse Speed. They may rotate one hex side after they have moved a number of hexes equal to their grade, unless noted otherwise–larger vessels have much bigger turning circles than nimble starfighters.

A ship can move in reverse. It can only move at half impulse Speed in reverse, and may only turn one hex side per round.

IMPULSE SPEED	SPEED
Slow	4 hexes
Average	6 hexes
Fast	8 hexes

Range

A short range weapon has a range of 3 hexes, a medium range weapon has a range of 10 hexes, and a long range weapon has a range of 30 hexes.

RANGE	NORMAL	DISADVANTAGE
Short	1-3	4-10
Medium	1-10	11-30
Long	11-30	30+

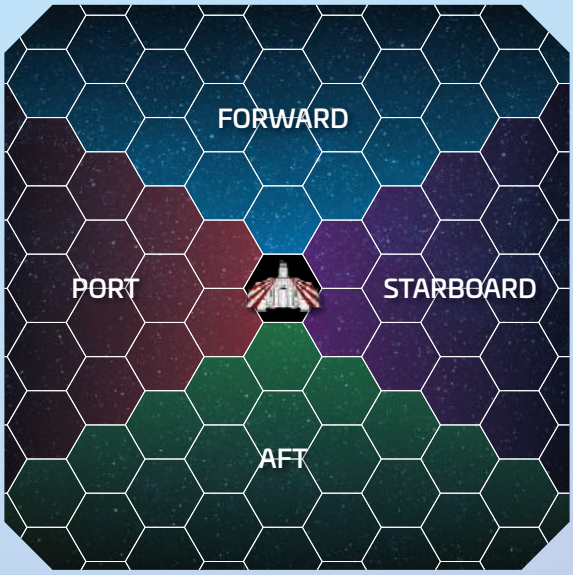
A **short** range weapon can attack ships within short range normally, and those at medium range with disadvantage.

A **medium** range weapon can attack ships within short and medium range normally, and those at long range with disadvantage.

A **long** range weapon can attack ships at medium and long range normally. It cannot attack ships at short range, and attacks ships at longer than long range at disadvantage.

Firing Arcs

Weapons in a starship stat block note their firing arcs, which can be forward, aft, port, or starboard. A weapon can only fire upon a target within its firing arcs.



Crew

Additionally, if a capital ship has a crew, the crew may also perform additional actions, as long as the total number of actions performed by crew does not exceed the ship's grade (note that voidrunner actions are not restricted in this way). The crew has statistics based on its quality, as shown in Table: Crew Statistics.

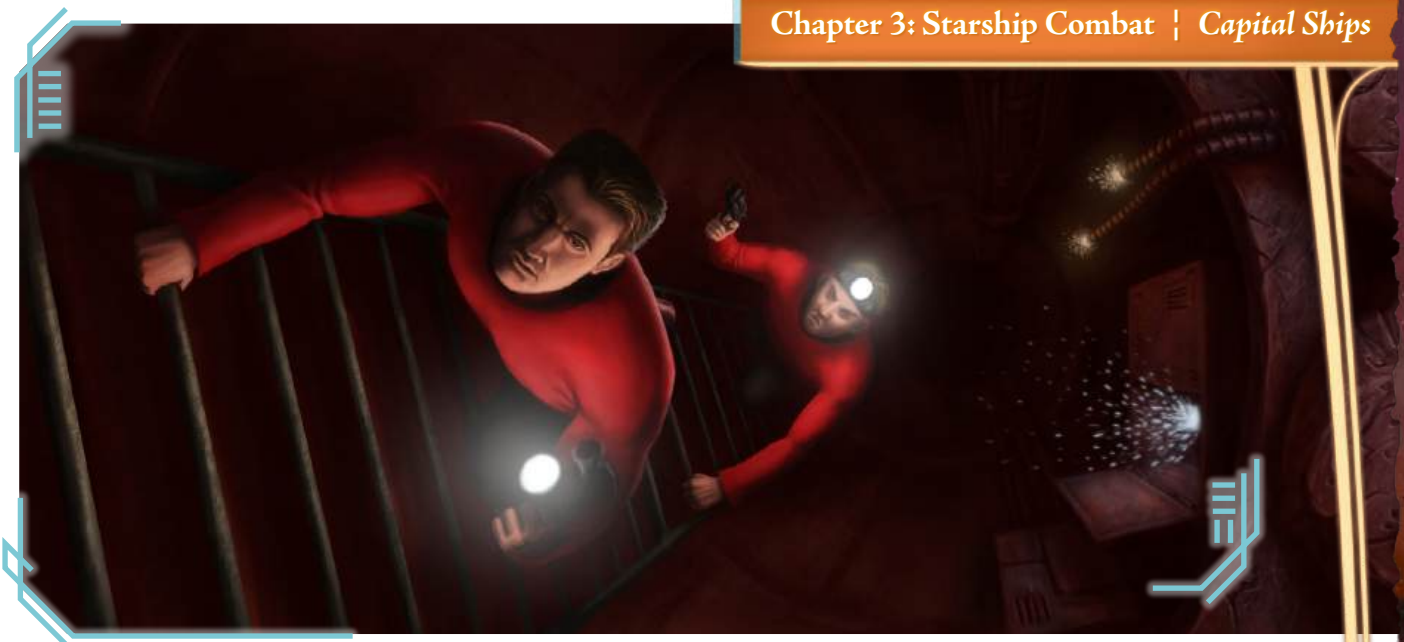
TABLE: CREW STATISTICS

CREW TYPE	DIE BONUS	HIT POINTS
Poor	+2	6
Standard	+4	12
Elite	+6	18
Legendary	+8	24

The crew's die bonus applies to attacks, ability or skill checks, and saving throws.

The crew count should be tracked, as crew can be depleted during starship combat. If a capital ship is not crewed by a number of creatures equal to or higher than the ship's recommended crew, each deck's power point total and power point maximum (see System Actions on page 86) is reduced to 1. Additionally, if the ship is not crewed by a number of creatures equal to or higher than its minimum crew, all ability, skill, or tool checks, saving throws, system actions, and attacks are made with disadvantage.

CREW	EFFECTS
Equal to or more than recommended	None
Less than recommended	Decks' power points reduced to 1
Less than minimum	All checks, saves, and attacks made with disadvantage



Crew Saving Throws

In combat situations the crew is evenly spread across a capital ship's decks. Whenever a group of crewmembers would need to make a saving throw or ability check (such as a hull rupture or other event in which any creatures present would need to make a save) assume that half of the crew present passes and half fails.

Capital Ship Weaponry

Capital ships often bristle with weapon systems. Combat in the void requires either skill with trajectory mathematics or the incredible intuition needed to predict quick movements to fire them effectively.

Any creature crewing a ship's bridge can use an action to make up to one attack using one of the ship's weapons. Alternatively, any creature crewing a ship's weapons deck can use an action to make up to one attack using a weapon linked to that deck; firing from a weapon deck grants the attacker an expertise die.

Once fired, capital ship weapons cannot be fired again until the beginning of the next round.

Starfighters take half damage from capital ship weapons. Point defense weapons deal damage normally.

Shields & Armor

Capital ships project massive energy fields to protect from oncoming attacks. A ship's shields can be raised or dropped as an action by any creature crewing that ship's bridge or engineering deck.

While a ship's shields are raised, it gains a number of temporary hit points as noted in its statistics. When the temporary hit points from the shields are reduced to 0, the shields become broken.

Whenever a ship's shields are dropped it immediately loses any remaining temporary hit points.

Recharging Shields

All shield generators have a recharge rate. At the start of its turn, roll a d6 for any ship with a depleted shield, and on a result equal to or greater than its shield's recharge rate, the shields recharge and restore their provided temporary hit points.

Shields which are broken recharge only on a roll of 6 whatever the normal recharge rate is, and only grant 50% of their usual temporary hit points.

Raised shields have several effects beyond granting temporary hit points:

- Ships with active shielding cannot be boarded.
- Ships with active shielding cannot launch or dock starfighters.
- Ships with active shielding are immune to the effects of radiation and intense heat.

Critical Malfunctions

When capital ships are damaged there can be drastic effects to the ship's systems and the creatures on board. Whenever a capital ship loses 25% of its maximum hit points from a single attack or source, or whenever a capital ship is reduced to 50% of its total hit points, it suffers a critical malfunction and must roll on the Critical Malfunctions table.

Crew Casualties

When a ship suffers a critical malfunction, it suffers casualties equal to 1d6% of the current crew complement.

Hull ruptures. To determine how many crew are on a given deck at any time, such as when a hull rupture takes place, take the total number of crew, divide it by the number of decks, and divide the result by 2. For example, on a ship with 400 crew and 10 decks, 20 crewmembers will be on the engineering deck if a hull rupture occurs. Approximately half the crew is manning a deck, and half is between decks at any particular moment.

Capital Ship Repairs

Damage suffered by a capital ship can vary from quick fixes to fundamental teardowns needing countless replacement parts. Certain features and abilities may provide the ability to repair a capital ship, but they are primarily repaired using one of three methods:

- **Improvised Repairs:** The Repair journey activity (see page 39) can be performed while the ship is traveling.
- **Scientific Jargon:** As an action, a voidrunner crewing a capital ship can spend a point of inspiration to string together a plan of action involving complex technical jargon that will somehow circumvent the ship's mechanical problems. This usually ends with a very simplified analogy that actually explains nothing, but it instantly repairs a critical malfunction regardless (see Technobabble on page 51). To repair a critical malfunction affecting a specific deck in this way the voidrunner must be crewing that deck.
- **Stardock Repairs:** Capital ships can be repaired at friendly ports featuring stardocks, most commonly found on space stations. Rates and times may vary at the Narrator's discretion, but typically damage can be repaired at the cost of 1 credit per 10 points of damage repaired, and critical malfunctions can be repaired at the cost of 100 credits times the ship's grade per malfunction repaired. These repairs usually take 1 day per 250 points of damage repaired, plus 1 day per critical malfunction repaired.

Wrecks and Explosions

Whenever a capital ship is destroyed, roll a d6. On a result of 1 the ship explodes; on a result of 2–6 the ship instead becomes a wreck.

Explosions

When a capital ship explodes it can be terrifying and deadly for anyone on board or nearby.

- The crew of an exploding ship is killed.
- Every voidrunner on a ship when it explodes takes force damage equal to 1d10 x the ship's grade.
- Anything operating in the combat zone surrounding a capital ship when it explodes makes a Strength or Dexterity saving throw (its choice) with a DC equal to 8 + the ship's

TABLE: CRITICAL MALFUNCTIONS

D12	CRITICAL MALFUNCTION
1	**Crippled Engines:** The ships engines have been brought to emergency power. Until this critical malfunction is repaired the engine deck cannot be used to perform system actions, the ship's impulse speed is reduced to slow, and its FTL speed is reduced to 1.
2	**Hull Rupture:** Randomly determine one of the ship's decks. This deck suffers a large tear in the hull and rapidly decompresses. Any creatures on that deck make a Strength saving throw (DC 18 – the ship's grade) or they are sucked out into the combat zone surrounding the ship. On a successful save creatures may instead evacuate and move to another deck of their choice. Until this critical malfunction is repaired the deck is both a hard vacuum and zero-G environment.
3	**Hull Compromised:** The ship's hull is battered and barely holding together. Until this critical malfunction is repaired the ship's AC is reduced by 2. In addition, if this ship suffers another critical malfunction before this critical malfunction is repaired, it suffers a hull rupture malfunction in addition to any other critical malfunction rolled.
4	**Deck Disabled:** Randomly choose one of the ship's decks other than the bridge or engines. Until this critical malfunction is repaired, that deck cannot be used to make system actions. Reroll this result if the ship does not have any decks besides the bridge and engines.
5	**Deck Damaged:** Randomly choose one of the ship's decks other than the bridge or engines. Until this critical malfunction is repaired, the maximum number of power points for that deck is reduced to 1. Reroll this result if the ship does not have any decks besides the bridge and engines.
6	**Weapon System Damaged:** Randomly choose one of the ship's weapons. Until this critical malfunction is repaired, any attacks made with that weapon have disadvantage and it gains the Recharging (4–6) property.
7	**Artificial Gravity Failure:** The artificial gravity generator is wrecked. Until this critical malfunction is repaired all decks on the ship are considered zero-G environments. Reroll this result if the ship or setting does not utilize artificial gravity.
8	**Powered Down:** The ship's power systems are compromised and the engines strain to deliver power where it's needed. Until this critical malfunction is repaired, the maximum number of power points for each of the ship's decks is reduced to 2.
9	**Comms Blackout:** The systems vital for keeping the ship's comms functioning fail. Until this critical malfunction is repaired the ship's comms and the comms of any starfighters launched from it are considered jammed and can not be used to communicate.
10	**Shields Disabled:** The shield generator is horribly damaged. Until this critical malfunction is repaired the ship's shields cannot recharge and it loses any remaining temporary hit points gained from them. Reroll this result if the ship or setting does not utilize shields.
11	**Hard Impact:** The ship tumbles and slides under the weight of the hit, sending its occupants stumbling. Each creature on board the ship when this critical malfunction is suffered makes a DC 16 Strength or Dexterity saving throw (its choice) or falls prone and becomes rattled for the next minute.
12	**Scratched the Paint:** While the damage looks severe at first, it is superficial and only affects non-essential systems. No critical malfunction is suffered.

grade, taking force damage equal to 1d10 x the ship's grade or half damage on a successful saving throw.

After the explosion the ship's remains form a debris field with a surrounding combat zone containing anything that survived the explosion along with anything that was operating in the ship's surrounding combat zone.

Wrecks

Wrecks are capital ships that have been battered into scrap. When a ship becomes a wreck it maintains a single surrounding combat zone. When a ship becomes a wreck it suffers a hard impact critical malfunction, and every deck suffers a hull rupture critical malfunction (see Table: Critical Malfunction).

Wrecks may be in one piece or be divided into sizable chunks, but they drift together as a single wreck. All decks on a wreck are blocked off from the rest of the ship, cannot be used to make systems maneuvers, become both zero-G and hard vacuum environments (Voirunner's Codex pages 260-261), and all of the ship's functions are disabled.

Wrecks drift randomly in their combat zone and have a chance of drifting dangerously throughout a sector. As a world action each round, roll a d6 for each drifting wreck in the sector.

On a result of a 1, the wreck drifts into a randomly determined adjacent combat zone (including the Void). If that combat zone (other than the Void) includes a Titanic object such as another capital ship, station, or asteroid, the wreck collides with it.

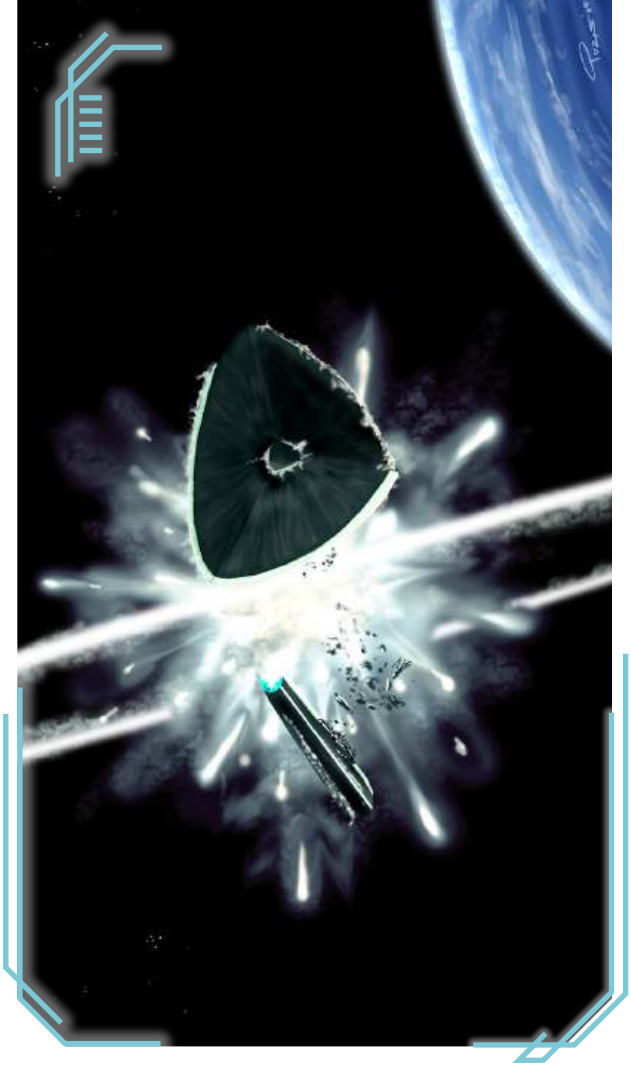
On a result of 2–4, the wreck remains drifting in its current combat zone.

On a result of 5–6, the wreck settles in its current combat zone and is no longer drifting.

Collisions and Ramming

Simply move enough mass at high speeds and the resulting impacts can be even more devastating than weaponry.

Capital ships can intentionally ram a capital ship or other Titanic object in an adjacent combat zone.



Ramming with a starship requires using its movement to move into the target's combat zone. After the results of such a collision are determined, if both ships or objects survive they return to their original adjacent combat zones. When one or both ships or objects are destroyed, a new combined combat zone is created containing whatever is left.

While typically ill-advised, starfighters can also use an action to ram targets in the same combat zone.

If the intended target of a ram is a ship or spacefaring creature, it can make a Dexterity saving throw to avoid the ram with a DC determined by the ramming ship's impulse speed (see Table: Starship Ramming).

Whenever a ship collides with another ship, both the ramming ship and the rammed ship take an amount of bludgeoning damage determined by the

grade of the ramming ship as per the Starship Ramming Damage table.

TABLE: STARSHIP RAMMING

RAMMING SHIP'S SPEED	DC TO AVOID
Slow	12
Average	14
Fast	16

TABLE: STARSHIP RAMMING DAMAGE

SHIP'S GRADE	BLUDGEONING DAMAGE
Starfighters and Spacefaring Creatures	28 (8d6)
1	42 (12d6)
2	63 (18d6)
3	66 (12d10)
4	99 (18d10)
5	126 (12d20)
6	(18d20)
7	189 (22d20)
8	263 (25d20)

Boarding Actions

Often the goal is not to destroy a ship, but rather to invade it and take it over.

Capital ships without active shielding can be boarded by the crews of starfighters operating in their surrounding combat zone, or by the crews of capital ships in adjacent combat zones by performing a boarding action maneuver.

Boarding a ship requires either docking a starfighter or extending an umbilical causeway to an opposing airlock. In either case a boarding action leaves the boarding vessel vulnerable to attack. Attacks made against ships attempting boarding actions have advantage.

When a boarding action is attempted, the boarding ship must select a deck on the target ship other than the bridge or engines and attempt to breach it as described below.

While a deck is breached, it cannot be used to make any systems maneuvers.

After boarders successfully eliminate or incapacitate all of a deck's crew, they may begin crewing the breached deck, perform systems maneuvers using it, and attempt to move to other decks as normal.

If boarders are unfamiliar with a ship's layout any unbreached decks they move to are randomly determined.

Breaching a Deck

Breaching a deck requires frying door circuits, overturning barricades, and generally making one's way into a place heavily defended and hermetically sealed.

When a creature or creatures attempt to breach a deck, every creature currently crewing that deck may make an opportunity attack against any of the boarding creatures (their choice). Any boarding creatures that survive these attacks are then placed in unoccupied spaces within the deck as close as possible to a passage. This passage then becomes a breached passage.

Once a deck has been breached creatures may move freely between the boarding and boarded ships.

Boarding Mass Combat

In larger battles there may be situations where dozens or even hundreds of crewmembers battle for control over a ship's deck. In such cases, the Narrator may decide to utilize mass combat rules instead of tracking the health and attacks of each individual crewmember.

TABLE: COMBAT DICE

CREW TYPE	COMBAT DIE
Poor	d4
Standard	d6
Elite	d8

To perform boarding mass combat, as a world action for each faction participating in the mass combat, roll a combat die (see Table: Combat Dice)

for every 20 combatants, or part thereof, and add the results. This resulting total is the number of enemy combatants that faction kills or incapacitates during the round, always eliminating standard crew-members or the type of creature with the greatest numbers first.

All factions participating in mass combat roll simultaneously during the world action phase of combat.

When voidrunners, monsters, or NPCs participate in boarding mass combats they add a number of d6s to their faction total equal to their level or half their Challenge Rating (minimum 1). Such creatures also require a higher faction total result before they are killed or incapacitated, equal to their level or half their Challenge Rating (minimum 1).

System Actions

The true strength of any starship lies in the person sitting behind the controls and it's their skilled maneuvers that can turn the tide of battle with even the most rusted out junkers.

System Actions

Where starfighter pilots rely on reflexes and endurance, capital ships run on the intuition and mechanical know-how of the crew. Anticipating enemy actions and diverting power to shields, quickly reconfiguring systems to overcome space phenomena, and hacking enemy systems are represented by system actions that make truly exceptional crews stand out from the rank and file.

Many system actions are universal and can be performed anywhere on the ship; others can only be done in specific circumstances or are linked to specific deck types. While crewing a ship's deck you may perform any of the system actions linked to that deck. Using a system action requires spending a bonus action, reaction, or action, and may require spending 1 or more of that deck's power points.

System actions that are more difficult to pull off include a minimum proficiency bonus required to perform them.

Most system actions can be performed any number of times during a round so long as there are creatures to perform them. Some however are limited by the ship's capabilities and those system actions will have a limited number of times they can be performed during any given round included in their description.

System actions take skill, technical ingenuity, and quick thinking beyond what is called for in the normal operation of a ship.

A system action sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

System Action DC = 8 + your proficiency bonus + your Intelligence or Wisdom modifier

System actions are nonmagical and nonpsionic.

Power Points

System actions require considerable drain on the ship's power. While this power may be sourced from fission reactors, complex crystals, or any number of other incredible technologies they each ultimately serve the same purposes and this power is measured in power points.

Each deck has 3 power points, which can be spent to activate system actions by creatures crewing that

deck. At the beginning of every round each deck restores up to 1 spent power point.

Activate Cloak (3 points)

Prerequisites *Cloaking Device*
Bridge or Engineering action
The ship's cloaking device is activated.

When this device is activated, the ship becomes invisible. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.

All Ahead Full (2 points)

Engineering action
The impulse engines roar to life for maximum speed.

Until the end of the next round, the ship's movement speed is improved by 1 category (from slow to average, or from average to fast).

All Power to Shields (3 points)

Engineering action
You dedicate the engine's power to the shield generator.

As long as they are not broken, the ship's shields immediately recharge and restore their full temporary hit points.

Analyze Voidbeast (2 points)

Prerequisites *Proficiency Bonus +3*
Science bay action
Using scientific apparatus you quickly analyze samples and readings taken from a nearby creature.

Make a Science check against a spacefaring creature in the surrounding combat zone or in an adjacent combat zone. On a result of 15 or higher you learn one of the following aspects of the chosen creature, or on a result of 20 or higher learn two of the following aspects instead:

- Whether the creature is bloodied.
- One of the creature's ability scores.
- The creature's damage vulnerabilities.
- The creature's damage resistances.
- The creature's damage immunities.
- The creature's condition immunities.

Analyze Vessel (2 points)

Prerequisites *Proficiency Bonus +3*
Operations center action
You use the scanners to quickly analyze the engine signatures and chatter taken from a nearby ship.

Make an investigation check against the hacking DC of a ship in the surrounding combat zone or in an adjacent combat zone. On a success you learn one of the following aspects of the ship, or on a result of 20 or higher learn two of the following aspects instead:

- The ship's capital ship type, if any.
- The ship's speed category.
- If the ship is currently at or below half of its total hit points.

- If the ship has shields, and if so the strength and recharge rates of those shields.
- If the ship is currently suffering from any critical malfunctions.
- The ship's damage vulnerabilities.
- The ship's damage resistances.
- The ship's damage immunities.
- What weapon systems the ship has on board.

Barricade (1 point)

Any deck action, 1 use per deck

You seal the exits and barricade the deck, using whatever is on hand to defend against boarders or other onboard threats.

Creatures cannot travel to or from a barricaded deck without breaching it first (page 85).

Once the deck is breached it is no longer barricaded.

A creature crewing a barricaded deck can use an action and spend 1 power point to remove the barricades.

Brace for Impact (1 point)

Bridge reaction that you take when the ship suffers a hard impact critical malfunction

With a shout over the comms you warn the crew of an impending impact.

All creatures crewing the ship gain advantage on the saving throw caused by the triggering critical malfunction.

Capital Boarding Action (2 points)

Bridge action, 1 use per deck

You carefully maneuver so that an umbilical corridor can extend and connect to another ship's airlock to quickly whisk crew onboard using magdrives.

Choose an unshielded capital ship in an adjacent combat zone. The chosen ship makes a Dexterity saving throw or you connect a ship deck of your choice with a deck of the opposing ship other than the bridge or engineeering. Any crew on your connected deck may immediately attempt to breach the deck of the opposing ship.

Attacks made against your ship while this connection is in place have advantage.

If your ship moves while this connection is made, the connection is immediately lost.

Concentrated Fire (2 points)

Weapon deck action

Seeing a potential weakness, you train as much weaponry as you can at a single deck of an opposing capital ship.

Choose a deck or weapon system on a capital ship in an adjacent combat zone. You make an attack against the target using every weapon linked to this weapon deck. These attacks have disadvantage if the chosen deck is a bridge or engines deck. Every time you hit with an attack made in this way, the target ship makes a Constitution saving throw with a –1 penalty for every 10 damage dealt by the attack. On a failed save a deck suffers the deck damaged critical malfunction, or a weapon system suffers the weapon system damaged critical malfunction. A deck that already has the deck damage critical malfunction suffers the deck disabled critical malfunction instead.

Crash Cart (3 points)

Medical bay action

The medical crew do everything in their power to keep a person alive.

A dying creature in the medical bay automatically stabilizes, regains 1 hit point, and returns to consciousness.

Divert Power (1–3 points)

Engineering action

Some part of the ship is in desperate need and you reroute power to where it can do some good.

A deck of your choice gains a power point for each power point you spend on this system action. Any power points in excess of 3 per deck are lost at the end of the next round.

Drop Load (3 points)

Mining haul action

A loaded mining haul can be an ingenious distraction and weapon when the chips are down.

The contents of the mining haul are released into the surrounding combat zone. The ship's surrounding combat zone gains the debris space encounter element (page 75).

Emergency Triage (2 points)

Medical bay action

Disregarding their drain on the power supply you utilize each piece of medical equipment to the fullest to keep everyone alive.

Until the end of the next round, allied creatures on the ship have advantage on death saving throws.

Escort Wing (1 point)

Bridge action (formation)

In the same way that starfighters join up to fly in formation, particularly large capital ships can fly in formation with smaller escort craft.

When you activate this system action, capital ships with a grade lower than your ship that are operating in adjacent zones may choose to join your formation as escort ships. Attacks made from escort ships have advantage if their target is operating in the combat zone surrounding the ship they're escorting.

Evasive Action (2 points)

Bridge reaction that you take when the ship is targeted by an attack

Until the start of your next turn your ship gains +2 AC, but makes attacks at disadvantage.

Evade Concentrated Fire (2 points)

Bridge reaction that you take when one of the ship's decks is targeted by an attack run, Concentrated Fire, or Targeted Fire

You realize what the enemy forces are gunning for and do your best to keep the targeted deck out of the direct line of fire.

Until the end of the next round attacks against the targeted deck are made at disdvantage.

Fire Everything (3 points)

Prerequisites *Proficiency Bonus +4*

Weapons deck action

As a last ditch effort, you let the guns run hot as you fire absolutely everything you can as quickly as possible.

You may use every weapon linked to this weapon deck to immediately fire twice with disadvantage. After using this system action any weapons tied to this weapon deck cannot be fired again until the end of the next round.

Go To FTL (3 points)

Bridge action

Whenever a capital ship attempts to accelerate to FTL, create a fast countdown pool using a number of d6 equal to the capital ship's grade (page 15). At the end of each of your turns, roll these dice and remove any with a result of 4–6. When there are no more dice remaining in the countdown pool the capital ship goes to FTL and immediately accelerates out of the sector, appearing to observers as if it teleported away.

This system action costs one action to initiate, but requires no further actions during the countdown period.

Infiltrate Network (3 points)

Prerequisites *Proficiency Bonus +3*

Operations center action

The operations center launches a tiny drone or data tether to directly hack into a target.

Choose a ship or the deck of a ship operating in

the surrounding combat zone or in an adjacent combat zone. You may attempt hacks on the chosen ship or deck as if you had terminal access until you are locked out.

Lock Target (0 points)

Weapon deck action, 1 use per deck

Even the most nimble craft can't evade forever when the weapon systems fully lock onto a target

Choose a target in the surrounding combat zone or an adjacent combat zone. The target makes a Dexterity or Strength saving throw (it's choice) or you lock onto it. While locked onto a target any attack rolls made against it using this weapon deck have advantage. This lock on ends if the weapon deck is used to attack a different target or attempts to lock onto a different target.

Ordnance Defense (1 point)

Weapon deck reaction that you take when the ship is targeted by an attack with a weapon that has the salvo property

You spot an incoming salvo and train the guns on the threat before it has a chance to impact.

Roll 1d20 for every weapon linked to the weapon deck you are crewing. For every result of 15 or higher, if the salvo attack hits its damage is reduced by 2 damage dice (minimum 0 damage dice).

Quick Patch (2 points)

Hangar action

In the heat of battle sometimes repairs only need to get the ship back out to the fight—the actual problem can be fixed later.

Choose a starfighter currently docked in this hangar and make an Engineering check. On a result of 15 or higher the starfighter gains 25 temporary hit points, or on a result of 20 or higher the starfighter gains 50 temporary hit points instead. Any temporary hit points gained in this way are lost after 1 hour.

Scan For Hostiles (1 point)

Operations center action

You scan an obscured area with advanced motion and electronic signature detectors.

Choose an adjacent combat zone or the ship's surrounding combat zone. Any hidden ships or spacefaring creatures within the chosen zone make a Dexterity saving throw or are revealed and no longer hidden. Any mines in the chosen zone are automatically detected.

Status Report (0 points)

Any deck bonus action

You log into a terminal and quickly find the ship's current status. You learn which decks have suffered critical malfunctions, if any decks are barricaded, and the current strength of any shields the ship has.

Suppressing Fire (2 points)

Weapon deck bonus action

You fill the void surrounding the ship with as much high-velocity death as possible in an attempt to rattle and overwhelm enemy pilots.

Any starfighter or spacefaring creature hit this round by weapons linked to this weapon deck makes a Wisdom saving throw or becomes rattled until the end of its next turn.

Vent Atmosphere (3 points)

Prerequisites *Proficiency Bonus +3*

Cargo hold or hangar action

Cargo holds are designed to open into space to allow larger freight inside, and hangars by design must provide access to the void. This provides a powerful but last resort option to expel something dangerous.

The deck immediately expels its atmosphere into the void and becomes a zero-G and hard vacuum environment. You and all other creatures make a Strength saving throw or are expelled into the combat zone surrounding the ship.

The deck can then be resealed as an action, refilling with atmosphere and returning to normal at the beginning of the next round.

Vent Toxins (3 points)

Prerequisites *Proficiency Bonus +4*

Science bay action

To repel a boarding threat you mix up an airborne toxin and siphon it through the vents.

Choose another deck. Every creature on that deck makes a Constitution saving throw or becomes poisoned for the next minute.

Starfighters

Starfighters operate a little differently to capital ships. While they do not have decks or system actions, the pilots may have access to special starfighter combat maneuvers. A starfighter pilot may use their movement to move their fighter, and their actions to execute maneuvers, fire weapons, and more.

Some starfighters carry more than one person. In such cases, only one of those on board can use their movement to move the starfighter.

Launching And Docking Starfighters

Most starfighters operate alongside capital ships, usually residing within hangars or mounted at airlocks. Hangars and airlock mounts are designed to make starfighter launches as quick and easy as possible so that short-range spaceships can respond to emergencies.

When you enter a starfighter's cockpit while docked at a capital ship or space station you may immediately launch as a bonus action, exiting the capital ship or space station to begin piloting your starfighter and operating in the surrounding combat zone. If a starfighter is not docked at anything and is either simply landed or drifting, you may enter the cockpit and begin piloting it as an action.

While piloting a starfighter and operating in a combat zone surrounding a friendly capital ship or space station, you may dock as an action. You cease piloting and operating in the surrounding combat zone to begin crewing the hangar you docked at. If the capital ship or space station has no hangar, you may instead move to another deck of your choice.

A starfighter docked at an airlock mount is still externally targetable and may be targeted as if it were operating in the capital ship's surrounding combat zone. Starfighters docked in a hangar cannot be targeted except by creatures in that hangar.

Unless otherwise noted, every capital ship has a number of airlock mounts equal to its grade and can dock up to that many starfighters, even if it has no hangar decks.

Starfighter Weaponry

Starfighters often have comparatively less firepower than capital ships, but they have the speed and maneuverability to land their attacks where it counts.

While piloting a starfighter you may use any of that starfighter's weapons for attacks you make. If a feature such as Extra Attack would allow you to make more than one attack in a round, you may use any of the starfighter's weapons to make those attacks and you may choose any target within range.

Ship Record Sheet

SHIP NAME _____ **Grade** _____

Length _____ **Width** _____ **Height** _____

STR _____ **DEX** _____ **CON** _____ **WIS** _____

Speed _____

HIT POINTS
Maximum _____
Current

SHIELDS
Maximum _____ **Refresh** _____
Current

AC _____ **Hacking DC** _____

Saving Throws _____

Supply

Cargo

Crew
Recommended _____
Minimum _____
Current _____

SPECIAL PROPERTIES

DECK LIST

Deck #	Deck Type	Power Points	Status
		○○○	
		○○○	
		○○○	
		○○○	
		○○○	
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WEAPON MOUNTS

Weapon	Range	Attack	Hit	Notes

Make Your Attack Run

While operating in a combat zone surrounding a capital ship, you can attempt an attack run to target a specific deck or ship function by attacking with disadvantage. When a capital ship is hit by an attack run it makes a Constitution saving throw (DC equal to the damage taken) or suffers a critical malfunction (page 82) chosen by the attacking starfighter from the following list.

Comms. The ship suffers the *comms blackout* critical malfunction.

Deck. If the attack hits its target deck, the target ship makes a Constitution saving throw (with a DC equal to the damage taken) or the deck becomes damaged. If a damaged deck is hit by an attack, the target ship makes a Constitution saving throw (with a DC equal to the damage taken) or the deck becomes disabled.

Engines. The ship suffers the *engines crippled* critical malfunction.

Shield Generator. The ship suffers the *shields down* critical malfunction.

Weapon. The weapon system suffers the *weapon system damaged* critical malfunction.

Some capital ships are so large that they have multiple combat zones. In such cases you must be in the same combat zone as the decks or functions you wish to target with your attack run.

Critical Malfunctions

Starfighters suffer a critical malfunction when they take 25% of their maximum hit points in one attack, or when they are reduced to 50% of their maximum hit points. When a starfighter suffers a critical malfunction, roll on the following table.

D8	
1	**Engines.** The starfighter's speed is reduced by one category (to a minimum of slow).
2	**Avionics.** The starfighter loses its saving throw bonuses.
3	**Targeting system.** Attacks with the starfighter's weapons are made with disadvantage.
4	**Landing gear.** The starfighter requires a DC 15 space vehicles check to land or dock, resulting in a collision (see page 84) on a failure.
5	**Cockpit ruptured.** The occupants of the starfighter gain the poisoned condition.
6	**Sensors.** Perception checks are made at disadvantage and weapon ranges are reduced by one category to a minimum of short.
7	**Maneuvering thrusters.** The starfighter is unable to dodge effectively. Attacks made at the starfighter gain advantage.
8	**Weapons.** A randomly selected weapon on the starfighter is rendered inoperable.

Most starfighter pilots wisely bug out when a critical malfunction occurs.

Emergency repairs. The Emergency Repairs starfighter basic maneuver (see below) can repair a critical malfunction.

Starfighter Maneuvers

Starfighter pilots rely on their reflexes and endurance, pushing themselves to the limits against g-forces and the chaotic turmoil of space combat. Yet the starfighter itself is merely a tool and only as good as the skill of its pilot—the strafing runs, formation flying, and breakneck turns these starships are known for leave amateurs as space dust before the first shot is fired. All of these death-defying acts are starfighter maneuvers, the element of cosmic dogfighting that turns simple operations into things of beauty.

Chapter 6 of the *Voidrunner's Codex* contains information about the Ace Starfighter combat tradition.

Formations

Formed wings of starfighters are capable of much more together than what they can accomplish scattered. The Ace Starfighter combat tradition also includes a number of formations, including Bombing Formation, Scouting Formation, Interceptor Formation, and Stealth Formation. Each formation grants its members certain benefits.

When a starfighter initiates a formation that it knows, any other allied starfighters in the same combat zone can join that formation by using a bonus action.

Basic Maneuvers

The starfighter maneuvers shown here are all basic maneuvers, and no combat traditions are required to perform them. The only prerequisite is that they can only be performed while piloting a starfighter.

Bug Out

You know you cannot win. Turning your ship, you gun the engines and attempt to escape.

Use your action and your move action. You leave the sector, exiting the combat.

Desperate Dodge

As an enemy unleashes its weapons at you, you urgently throw your starfighter out of the line of fire.

Use your reaction to force the attacker to make their attack at disadvantage. You may not attack until the end of your next turn.

Combine Mecha

Multiple smaller mecha form up and physically interconnect to form an even larger mecha. Only starfighters with the mecha property may perform this maneuver or join this formation, combining into a single mecha type capital ship with a grade equal to the number of ships in the formation divided by 5. The resulting mecha capital ship has a number of hit points equal to the combined hit point total of every ship in the formation, and it has an AC equal to the highest AC of ships in the formation. The resulting capital ship has a single deck: the bridge.

While in this formation, every creature piloting a ship in the formation is also crewing the resulting capital ship's bridge. Any weapons on ships in this formation are also considered weapons of the formed capital ship.

If any pilot of a ship in this formation breaks off from the formation, the formation ends. When this formation ends any damage sustained by the mecha capital ship is divided evenly between the ships of its formation (any remainder is dealt to the starfighter that began the formation).

Emergency Repairs

As your ship starts seizing up you frantically reroute systems and override warnings to hold the vessel together just a bit longer.

Make an Engineering check. Your starfighter gains temporary hit points equal to your roll. These temporary hit points are automatically lost when you next land or dock your craft.

Alternatively, you may attempt to repair a critical malfunction. Make a DC 15 engineering check. On a success, the critical malfunction is repaired.

This maneuver can be attempted by any creature aboard a starfighter.

Evasive Action

You use an action to focus your efforts on surviving the hail of fire surrounding you. Until the beginning of your next turn attacks made against you have disadvantage but attacks made by or from your starfighter also have disadvantage.

Full Throttle

You use your action to push your ship's engines as hard as you can to reach unsustainable speeds—but that perhaps can get you just far enough.

Until the end of your turn, your ship's speed is improved by 1 category (from **slow** to **average**, or from **average** to **fast**) to a maximum of **fast**.

Hide

You use your action to hide in an asteroid field or debris field. The combat zone must have the cluttered trait.

Make a Stealth check. Any pilot with a passive Perception lower than the result of your Stealth check may not attack you.

Jockey For Position

You attempt to gain the upper hand over your opponent.

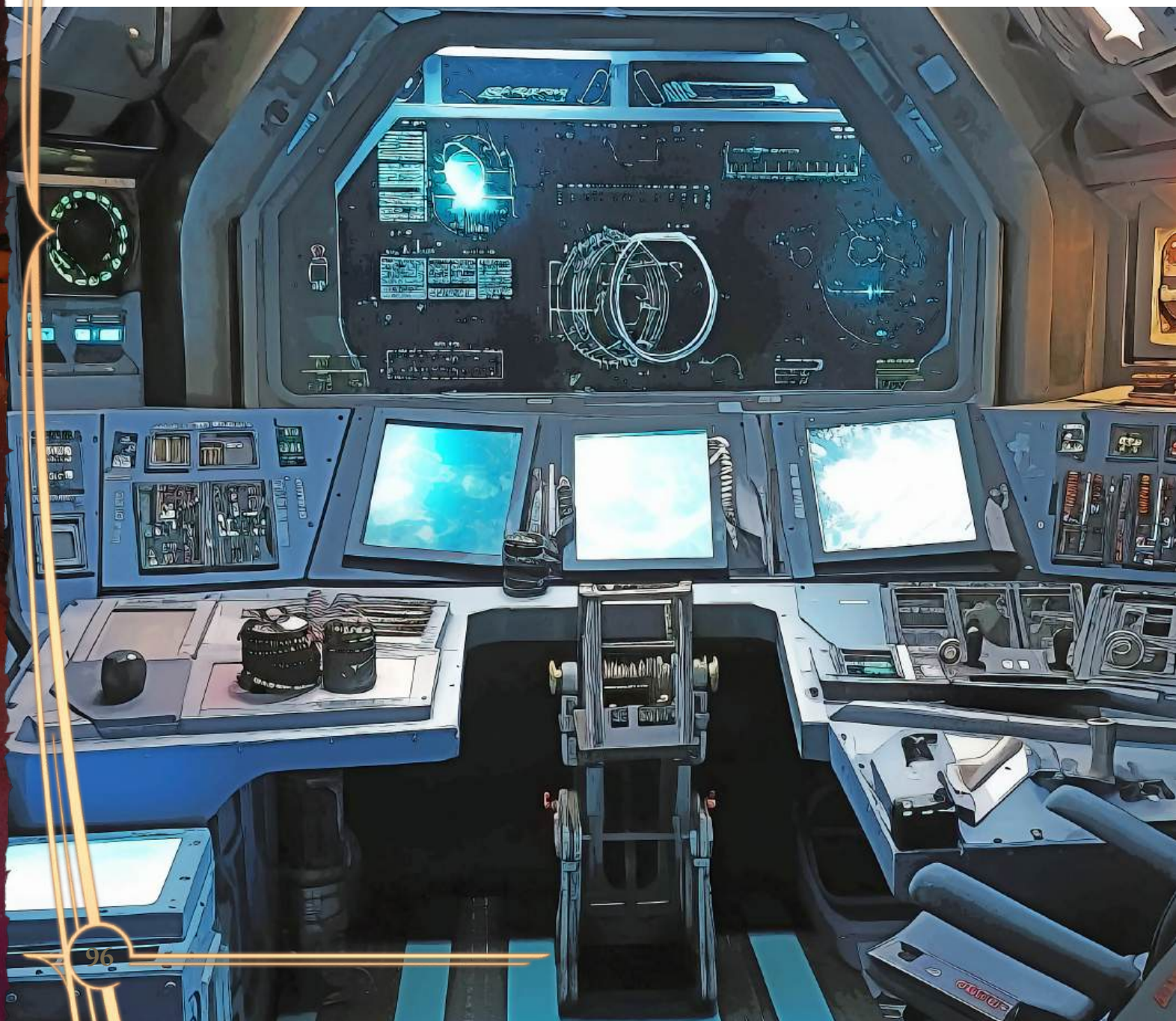
Use a bonus action and choose a starfighter in the same combat zone. You make a space vehicle check opposed by their space vehicles check. On a success you gain an expertise die when attacking your target until the start of your next turn, On a failure your target gains an expertise die when attacking you until the end of their next turn.

Launch/Dock

You use an action to launch your fighter or to land or dock it at a landing pad, airlock, docking bay, hangar, or any solid surface capable of supporting the vehicle's weight within the same zone.

Wingman

Select an allied starfighter operating in the same combat zone. You use your action to protect your wingman and harry any attackers. Attacks against your wingman are made at disadvantage, while attacks against you are made at advantage.



CHAPTER 4

Fleet Roster

- *The battered freighter weaves between the asteroids as the enemy star-fighters close in, their blaster cannons deflected–so far–by the recently installed shield generators. She might be old, but she still has a few tricks up her sleeve.*
- *The gleaming exploration cruiser arrives in the Treleb system after a journey of six months at high warp. Scanning the system, the helm officer sets course for the fourth planet where they'll be able to refuel and resupply.*
- *The mighty battlecruiser closes to firing range of its massive particle cannon. The point defenses swat away the enemy starfighters like insects as the ship aims the superweapon at the outlaw carrier. The Imperium general leans back in his chair. "You may fire when ready…"*
-

Starships. From tiny voidskiffs to gigantic battleships, robust cargo craft to long range exploration vessels, if you're going to get anywhere in the universe you need a starship. This chapter contains a wide array of starships ready for use in your game.

The ships in this chapter can be used as-is, or modified as the Narrator sees fit. While they are not organized by faction, some may be more appropriate to certain cultures or organizations in your setting.

In Appendix 1: Starship Construction Manual you will find rules for designing and building your own starships.

SHUTTLES & FIGHTERS

Many of the ships in this chapter note that they carry shuttles and starfighters on their hangar decks. When encountering one of these vessels, that is the number of shuttles and starfighters that the ship will typically carry.

When buying a starship, shuttles and starfighters must be purchased separately. A shuttle or a fighter take up the same space on a hangar deck, and any shuttle or starfighter can be used.

Statistics for a range of shuttles and fighters can be found at the end of this chapter.

All-Master Class Transport

A modification of an old *Sulacco*-class troop transport, and similar in capability, this ugly vessel is a large, short-ranged armed transport, converted to carry up to 200 prisoners at a time in modified cargo holds, often with just a skeleton crew to run the ship. Slow and ponderous, it is still well-armed with a pair of forward mounted concussion missiles and two broadside blasters on each flank.

An *All-Master* transport typically carries three *Romb-dah*-class shuttles.

ALL-MASTER CLASS TRANSPORT

GRADE 3 CARGO SHIP (22,000 CR)

Crew 8/100; **Passengers** 0; **Prestige Bonus** +0
Size 705 ft; **Supply** 240 (4/day); **Cargo** 600 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 600
AC 17 (armored); **Shields** 0; **Recharge** none; **Hacking DC** 16
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 4

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Weapon Deck (1)
Systems Armored, Escape Pods, Tractor Beam
Starfighters/Shuttles 3

WEAPON MOUNTS

- ***1x dual projectile torpedo salvo.*** *Ranged Weapon Attack*: 1f, medium range, ammunition (2), salvo. *Hit*: 110 (10d10) piercing damage.
- ***4x light plasma weapon battery.*** *Ranged Weapon Attack*: 2p/2s, short range, simple. *Hit*: 18 (5d6) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included)..

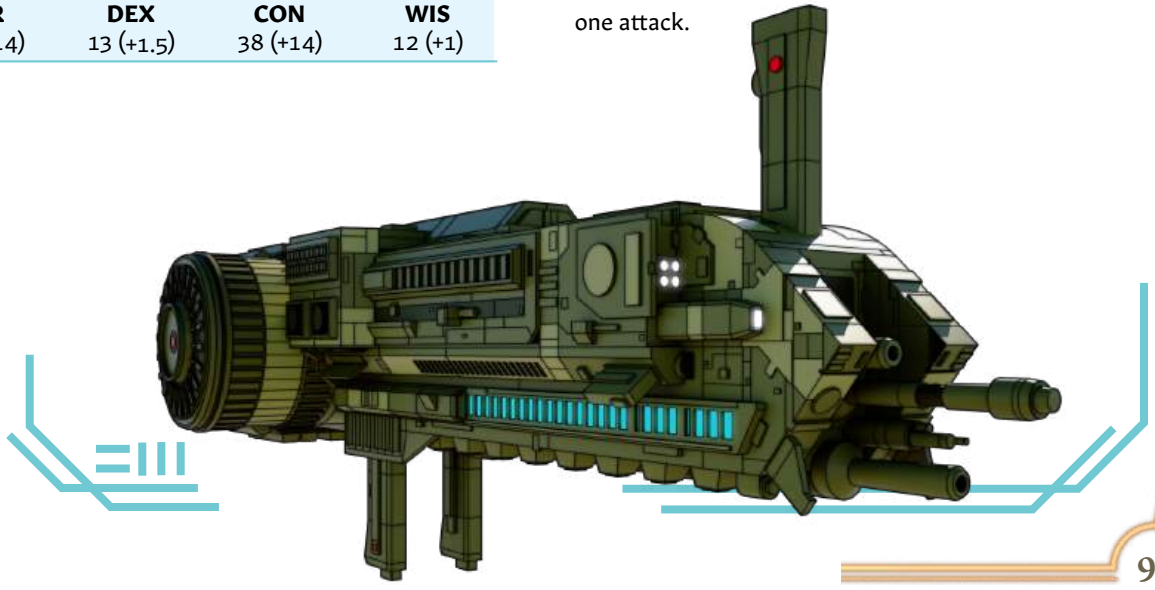
Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 300 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity of this ship is multiplied by its grade and its Supply capacity is doubled (included).

Empty Space. A cargo vessel is largely composed of cargo decks, meaning that damage to the ship is often non-critical. This ship does not suffer a critical malfunction when it takes 25% of its total hit points in one attack.



Balor Class Armed Merchant

An older model, this mid-ranged trading vessel boasts 400 tons of cargo space. The *Balor*-class is a well-appointed ship, and sought after by traders who enjoy a little comfort on their voyages. The *Balor* experimented with integrated defense systems which used a dedicated system to combine point defenses and shields at the same time. The system was mostly successful, especially when the vessel's light armor was also taken into account, making the *Balor* a tricky target for pirates.

The *Balor*'s shuttlebay has space for two shuttles.

BALOR CLASS ARMED MERCHANT

GRADE 2 CARGO SHIP (11,600 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 416 ft; **Supply** 120 (2/day); **Cargo** 400 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 400
AC 17 (armored); **Shields** 15% (60); **Recharge** medium (5); **Hacking DC** 14
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 6

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1)
Systems Armored, Escape Pods, Luxurious
Starfighters/Shuttles 2

WEAPON MOUNTS

- ***2x medium projectile point defense.*** *Ranged Weapon Attack*: 1p/1s, short range, automated (starfighters). *Hit*: 21 (6d6) piercing damage.
- ***1x medium plasma cannon.*** *Ranged Weapon Attack*: 1f, medium range, assault. *Hit*: 21 (6d6) fire damage.
- ***2x light laser weapon battery.*** *Ranged Weapon Attack*: 1p/1s, short range, simple. *Hit*: 18 (5d6) radiant damage.

SPECIAL PROPERTIES

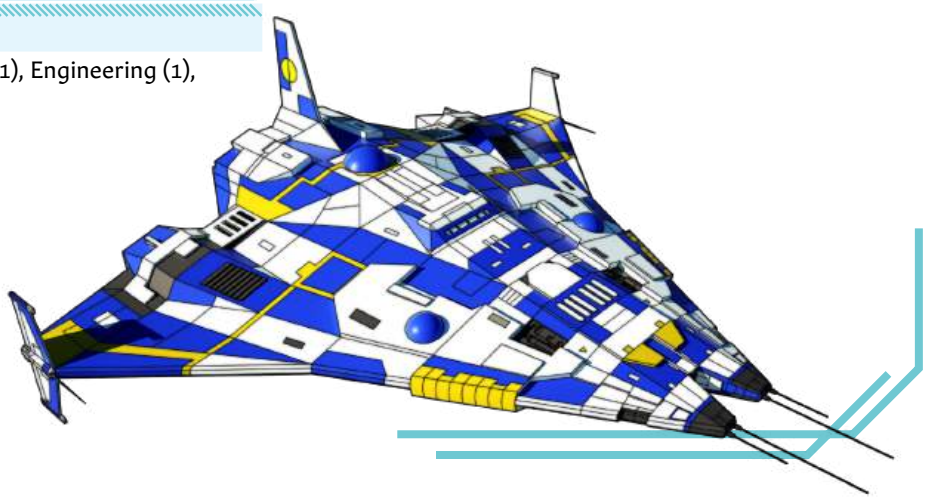
Armored. This ship's AC increases by an amount equal to its grade (included).

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Luxurious. The accommodations on this ship are extremely comfortable. Crew and passengers gain an expertise die when undertaking the R&R journey activity.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity of this ship is multiplied by its grade and its Supply capacity is doubled (included).



Bors Class Freighter

This small, inexpensive short-range hauler is designed to carry large amounts of cargo in comfortable style. Usually, these ships can be seen dutifully hauling minerals and machine parts, used as workhorses by commercial enterprises.

BORS CLASS FREIGHTER

GRADE 2 CARGO SHIP (6,450 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 226 ft; **Supply** 120 (2/day); **Cargo** 400 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 400
AC 15; **Shields** 20% (80); **Recharge** medium (5); **Hacking DC** 14
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 5

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1)
Systems Hidden Compartments
Starfighters/Shuttles —

WEAPON MOUNTS

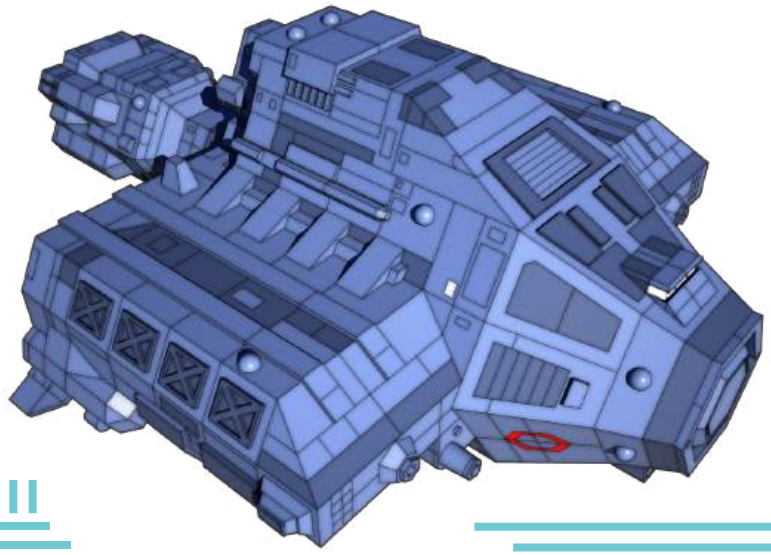
› ***1x light ion cannon.*** *Ranged Weapon Attack*: 1f, short range, assault. *Hit*: 14 (4d6) force damage.

SPECIAL PROPERTIES

Hidden Compartments. 10% of the cargo space on this vessel is hidden. Items stored in this hidden space cannot be found without a DC 15 Investigation check.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).



Buster Class Freighter

This small short-range freighter is only suited for inter-system trips, stretching occasionally to neighboring star systems; and even a nearby star system just a parsec away requires a journey of five months at its top speed of FTL-2. A crew of four and a decent cargo capacity, it's a basic unarmed space-truck, and many of them can be seen moving about within a given system. These ships are ubiquitous, affordable, and small freight companies often use fleets of them for delivery services.

BUSTER CLASS FREIGHTER

GRADE 1 CARGO SHIP (2,800 CR)

Crew 2/4; **Passengers** 0; **Prestige Bonus** +0
Size 121 ft; **Supply** 30 (1/day); **Cargo** 200 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 200
AC 16; **Shields** 0; **Recharge** none; **Hacking DC** 12
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 2

STR	DEX	CON	WIS
30 (+10)	15 (+2.5)	30 (+10)	10 (+0)

DECKS & SYSTEMS

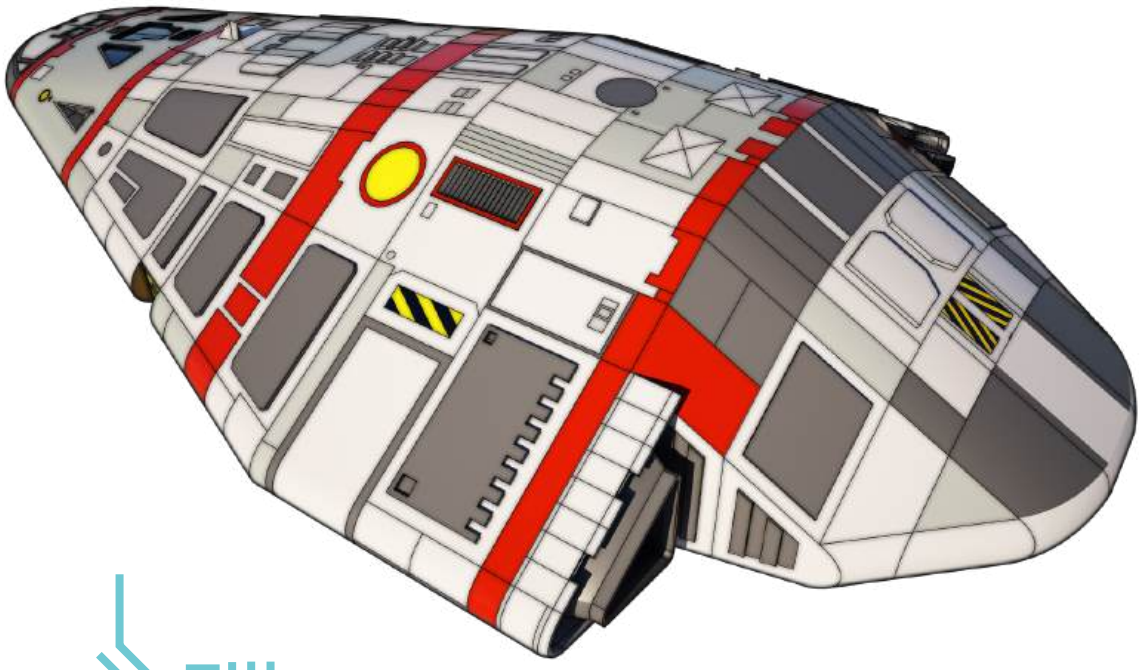
Decks Bridge (1), Cargo Hold (2), Engineering (1)
Systems —
Starfighters/Shuttles —

WEAPON MOUNTS

None

SPECIAL PROPERTIES

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 100 credits.



Caliko Class Freighter

The *Calico*-class is a larger freighter than the Buster, with a significantly longer range, although its cargo capacity is roughly similar. It's even equipped with point defenses and a small pulse blaster.

CALIKO CLASS FREIGHTER

GRADE 2 CARGO SHIP (6,450 CR)

The sturdy backbone of any respectable spacefaring civilization, what these ships lack in flashiness they more than make up for in dependability, powering through the worst the void has to deliver their cargo on time.

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 265 ft; **Supply** 120 (2/day); **Cargo** 400 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 400
AC 15; **Shields** 10% (40); **Recharge** medium (5); **Hacking DC** 14
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 5

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Medical Bay (1),
Systems Escape Pods, Hidden Compartments
Starfighters/Shuttles —

WEAPON MOUNTS

› ***1x light plasma cannon.*** *Ranged Weapon Attack*: 1f, short range, assault. *Hit*: 14 (4d6) fire damage.

SPECIAL PROPERTIES

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Hidden Compartments. 10% of the cargo space on this vessel is hidden. Items stored in this hidden space cannot be found without a DC 15 Investigation check.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).

Catino Class Privateer

A common pirate vessel, the *Catino* is no match for a naval starship, but can be quite a threat to a small unarmed merchant or cargo vessel. Pirates often use *Catino*-class ships in small groups, nipping and hounding at larger prey.

CATINO CLASS PRIVATEER

GRADE 2 WARSHIP (9,500 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 209 ft; **Supply** 60 (2/day); **Cargo** 200 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 440
AC 15; **Shields** 35% (154); **Recharge** medium (5); **Hacking DC** 14
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 4

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1)
Systems —
Starfighters/Shuttles —

WEAPON MOUNTS

› ***2x light plasma weapon battery.*** *Ranged Weapon Attack*: 1p/1s, short range, simple. *Hit*: 18 (5d6) fire damage.

SPECIAL PROPERTIES

Built For War. Attack rolls made with weapons from this ship gain an expertise die.
Battle-hardened. This ship gains an additional +10% hit points (included).

Celeres Class Corvette

Many combat vessels are ugly; the *Celeres* is not. A fast and stylish combat ship, and well-armed for a ship of its size, its primary role is as a rapid patrol ship designed to respond quickly to an emergency or combat situation, and as an inner-system police force vessel.

The *Celeres*-class is a small ship; despite its size, it is well-armed with two projectile cannons, two concussion missile launchers, and two quad laser cannons. For defense the *Celeres* relies on speed, a single shield generator, and a set of point defense guns for missile/fighter defense. It does not have a particularly strong hull, so must rely on its defenses and speed to stay intact.

Two *Skylark*-class shuttle sit in a hangar in the bow section of the vessel. This serves as a boarding ship for the marines, and also doubles as a general runabout for the crew or, in an emergency, a life boat.

CELERES CLASS CORVETTE

GRADE 2 WARSHIP (14,600 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 275 ft; **Supply** 60 (2/day); **Cargo** 0 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 440
AC 15; **Shields** 35% (154); **Recharge** medium (5); **Hacking DC** 16
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 5

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (1)
Systems Reinforced Networks
Starfighters/Shuttles 2

WEAPON MOUNTS

› ***2x light projectile cannon.*** *Ranged Weapon Attack*: 2f, short range, assault. *Hit*: 14 (4d6) piercing damage.

- ***2x single sonic torpedo launcher.*** *Ranged Weapon Attack*: 1p/1s, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) thunder damage.
- ***2x light laser weapon battery.*** *Ranged Weapon Attack*: 1f/1a, short range, simple. *Hit*: 18 (5d6) radiant damage.

SPECIAL PROPERTIES

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Conrad Class Tug

A commercial towing hauler, this 176m starship is able to pull objects many times its own mass behind it—the vessel is rated for six million tons of haulage capacity. These tugs are designed for long-range deep-space haulage contracts, and can operate with a skeleton crew (which tends to spend much of the journey in cryogenic sleep).

The *Conrad* also carries a pair of Bossman-class cargo shuttles.

CONRAD CLASS TUG

GRADE 2 CARGO SHIP (5,200 CR)

CREW 4/40; **PASSENGERS** 0; **PRESTIGE BONUS** +0
SIZE 231 ft; **SUPPLY** 120 (2/day); **CARGO** 400 tons
OFFICERS AVAILABLE Engineer, Navigator, Security Officer
GEAR AVAILABLE Clothing, Containers, General Gear

DEFENSES

HP 400
AC 15; **SHIELDS** 0; **RECHARGE** none; **HACKING DC** 14
SAVING THROWS Strength, Constitution
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)

FTL Speed 2

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1),

Systems Escape Pods, Tractor Beam

Starfighters/Shuttles 2

WEAPON MOUNTS

SPECIAL PROPERTIES

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).

Daemon Class Corsair

This large, well-armed vessel is the king of raiding ships. With a massive hold, an ion beam capable of disrupting its targets, and usually boasting raiding parties of pirates, most merchant ships know to run if they detect a *Daemon* approaching.

DAEMON CLASS CORSAIR

GRADE 3 WARSHIP (25,350 CR)

Crew 8/100; **Passengers** 0; **Prestige Bonus** +0

Size 583 ft; **Supply** 120 (4/day); **Cargo** 300 tons

Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer

Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 660

AC 14; **Shields** 20% (132); **Recharge** medium (5); **Hacking DC** 16

Saving Throws Strength, Dexterity

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)

FTL SPEED 5

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

DECKS Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1), Weapon Deck (1)

SYSTEMS Tractor Beam

STARFIGHTERS/SHUTTLES —

WEAPON MOUNTS

- ***1x light ion cannon.*** *Ranged Weapon Attack*: 1a, short range, assault. *Hit*: 14 (4d6) force damage.
- ***2x single torpedo launcher.*** *Ranged Weapon Attack*: 1f/1a, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) damage.
- ***2x medium weapon battery.*** *Ranged Weapon Attack*: 2f, medium range, simple. *Hit*: 35 (10d6) damage.

SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Drake Class Frigate

This mainstay of many a navy, the *Drake*-class frigate is a powerful vessel; heavily armed, well-shielded, and superbly equipped, these ships often accompany larger cruisers and form the backbone of many task forces. Some *Drakes* are also assigned to frontier operations, and undertake long-range, deep space missions, but most patrol in settled space.

Three *Skylark*-class shuttles sit in the shuttlebay.

DRAKE CLASS FRIGATE

GRADE 3 WARSHIP (34,200 CR)

CREW 8/100; **PASSENGERS** 0; **PRESTIGE BONUS** +0

SIZE 754 ft; **SUPPLY** 120 (4/day); **CARGO** 300 tons

OFFICERS AVAILABLE Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer

GEAR AVAILABLE Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 660

AC 14; **SHIELDS** 40% (264); **RECHARGE** fast (4); **HACKING DC** 18

SAVING THROWS Strength, Dexterity

DAMAGE RESISTANCES —

DAMAGE IMMUNITIES poison and psychic damage

CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)

FTL SPEED 8

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

DECKS Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Weapon Deck (2)

SYSTEMS Tractor Beam, Reinforced Networks

STARFIGHTERS/SHUTTLES 3

WEAPON MOUNTS

- ***2x medium laser cannon.*** Ranged Weapon Attack: 2f, medium range, assault. Hit: 21 (6d6) radiant damage.
- ***2x single plasma torpedo launcher.*** Ranged Weapon Attack: 1p/1s, medium range, ammunition (1), salvo. Hit: 55 (5d20) fire damage.
- ***1x dual sonic minelayer.*** The next time a ship or space-faring creature enters a mined combat zone, it makes a saving throw against your starfighter or system maneuver DC, taking 110 (10d10) thunder damage on a failure and removing the mines.

SPECIAL PROPERTIES

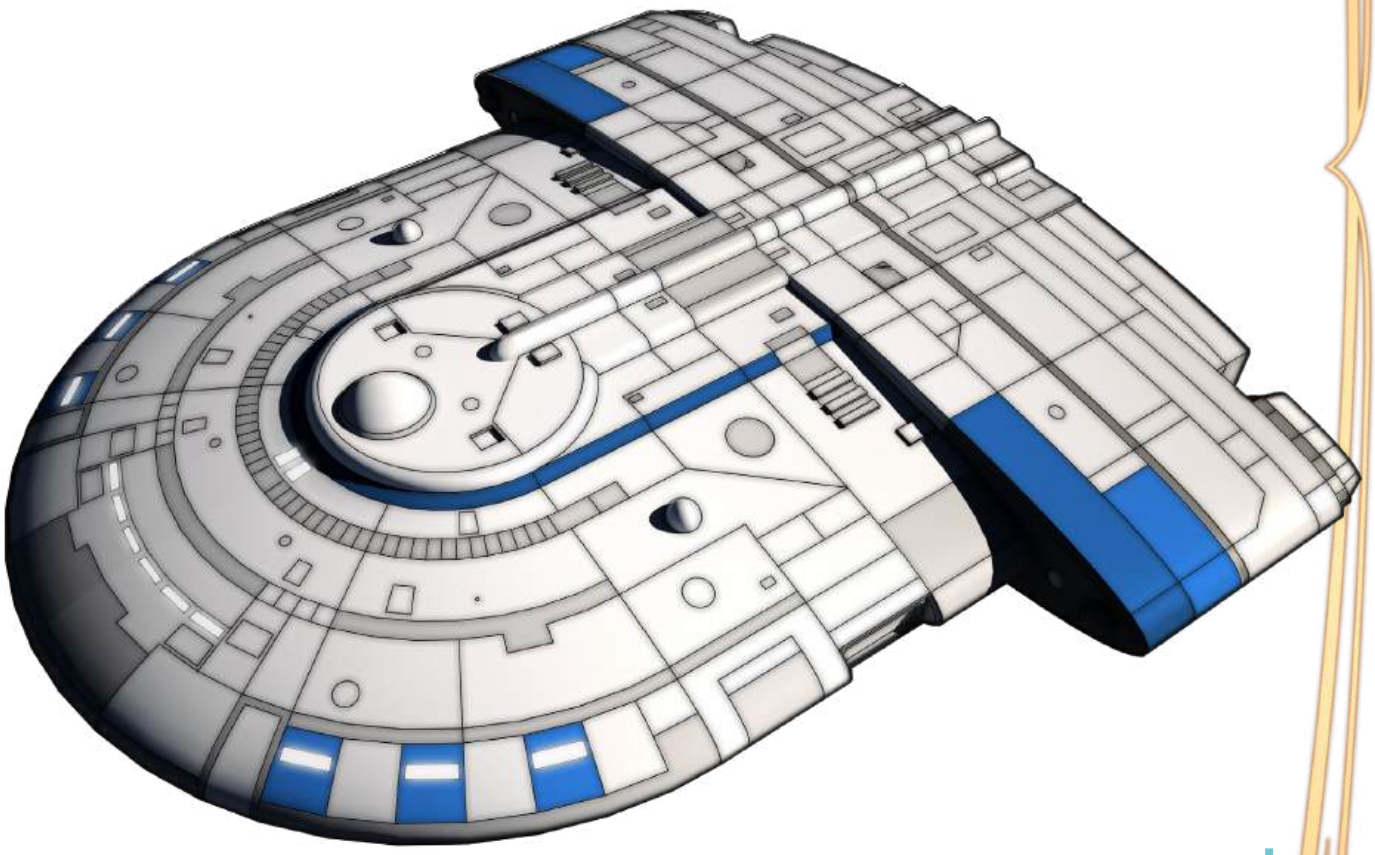
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.



Endeavour Class Cruiser

Built for deep space exploration, and backed up by considerable firepower, the *Endeavour*-class is a prestigious vessel type. These ships are capable of extensive, long term missions ranging from research to exploration and can even be pressed into service in military assignments where force projection is important.

An *Endeavour* is capable of extremely long duration missions, and is often out of contact for extended periods of time. For this reason, the ships are extremely capable when they need to defend themselves, with high specification shields and a powerful array of torpedoes and phasers.

The hangar deck of an *Endeavour* contains three *Skylark*-class shuttles, and one *Bossman*-class cargo shuttle.

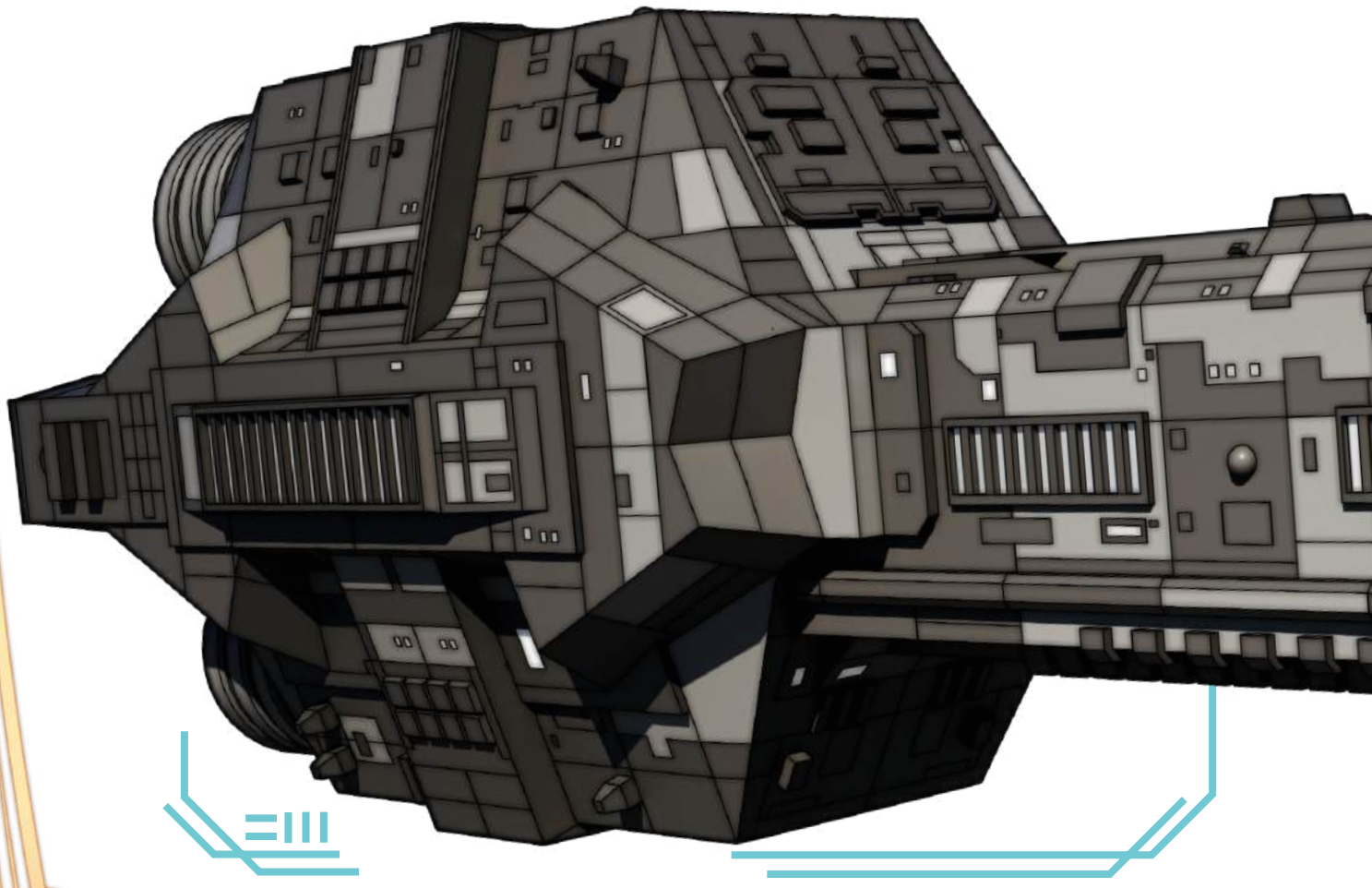
ENDEAVOUR CLASS CRUISER

GRADE 4 EXPLORER (66,600 CR)

Crew 16/250; **Passengers** 0; **Prestige Bonus** +1;Diplomatic Quarters 4
Size 954 ft; **Supply** 2400 (8/day); **Cargo** 400 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Scientist, Security Officer, Counselor, Tactical Officer
Gear Available Clothing, Communications & Computing, Containers, General Gear, Medicine, Scientific Gear, Survival Gear

Defenses

HP 1,000
AC 13; **Shields** 40% (400); **Recharge** medium (5); **Hacking DC** 18
Saving Throws Dexterity, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious



PROPULSION

Impulse Speed Average (6)

FTL Speed 10

STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Science Bay (2)

Systems Escape Pods, Tractor Beam, Diplomatic Quarters

Starfighters/Shuttles 4

WEAPON MOUNTS

- ***2x dual plasma torpedo salvo.*** *Ranged Weapon Attack*: 2f, medium range, ammunition (2), salvo. *Hit*: 110 (10d10) fire damage.
- ***6x medium plasma weapon battery.*** *Ranged Weapon Attack*: 2f/2p/2s, medium range, simple. *Hit*: 35 (10d6) fire damage.

SPECIAL PROPERTIES

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

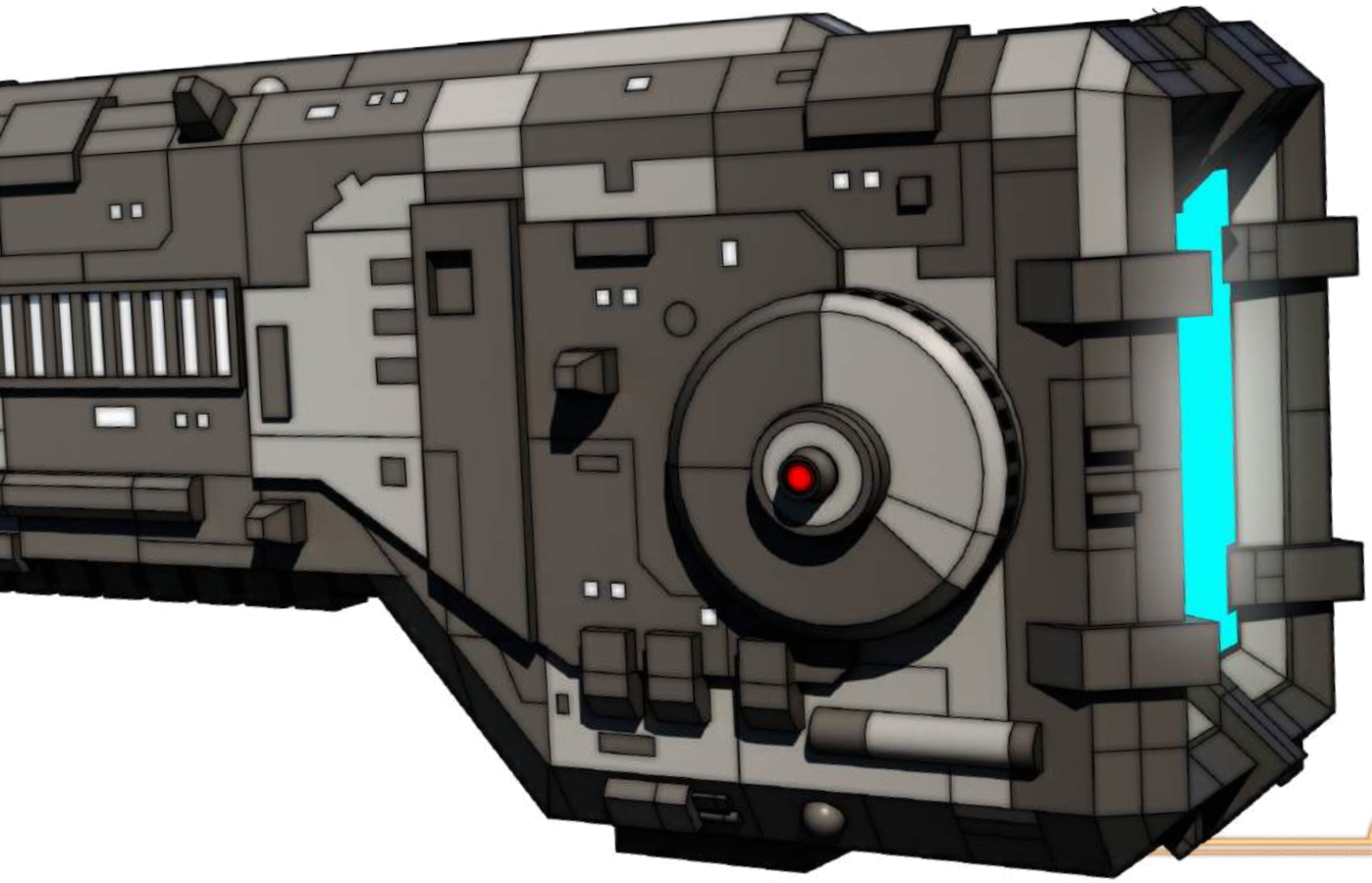
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Communications & Computing, Containers, General Gear, Medicine, Scientific Gear, Survival Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Sensors. Exploration craft are designed to scan the farthest reaches for the faintest signals. Checks made for the Scan journey activity have advantage.

Research Labs. Science checks made aboard the ship gain an expertise die.

5-Year Mission. This craft is designed for long, multi-year missions. It can carry ten times the normal amount of Supply.



Excalibur Class Battleship

The *Excalibur*-class was something of an experiment, and not an entirely successful one. The technological limits at the time of construction meant that compromises had to be made both in terms of firepower and in terms of basic onboard facilities. The result was a powerful battleship, with long range, high-damage capabilities and superb shielding, but a ship which was near to spartan inside despite the engineers cramming in as many crew facilities as they could in what they later termed an extreme spatial design challenge.

Crews of *Excalibur*-class ships tend to grumble at the conditions in which they have to work, but nobody can deny that the ship is a force to be reckoned with.

The *Excalibur* has an expansive flight deck which contains eight *Skylark*-class shuttles and four *Bossman*-class cargo shuttles.

EXCALIBUR CLASS BATTLESHIP

GRADE 6 WARSHIP (527,000 CR)

Crew 64/64 (advanced AI); **Passengers** 0; **Prestige Bonus** +3
Size 1613 ft; **Supply** 960 (32/day); **Cargo** 600 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 2,200
AC 11; **Shields** 50% (1100); **Recharge** fast (4); **Hacking DC** 22
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 11

STR	DEX	CON	WIS
50 (+20)	8 (-1)	50 (+20)	14 (+2)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (2), Medical Bay (1), Weapon Deck (2)
Systems Advanced AI, Escape Pods, Tractor Beam
Starfighters/Shuttles 12

WEAPON MOUNTS

- ***4x heavy laser cannon.*** *Ranged Weapon Attack*: 2f/1p/1s, long range, assault. *Hit*: 28 (8d6) radiant damage.
- ***2x dual plasma torpedo salvo.*** *Ranged Weapon Attack*: 2f, medium range, ammunition (5), salvo. *Hit*: 126 (12d20) fire damage.

SPECIAL PROPERTIES

Advanced AI. When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8

passengers, with life support for 48 hours.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 6,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

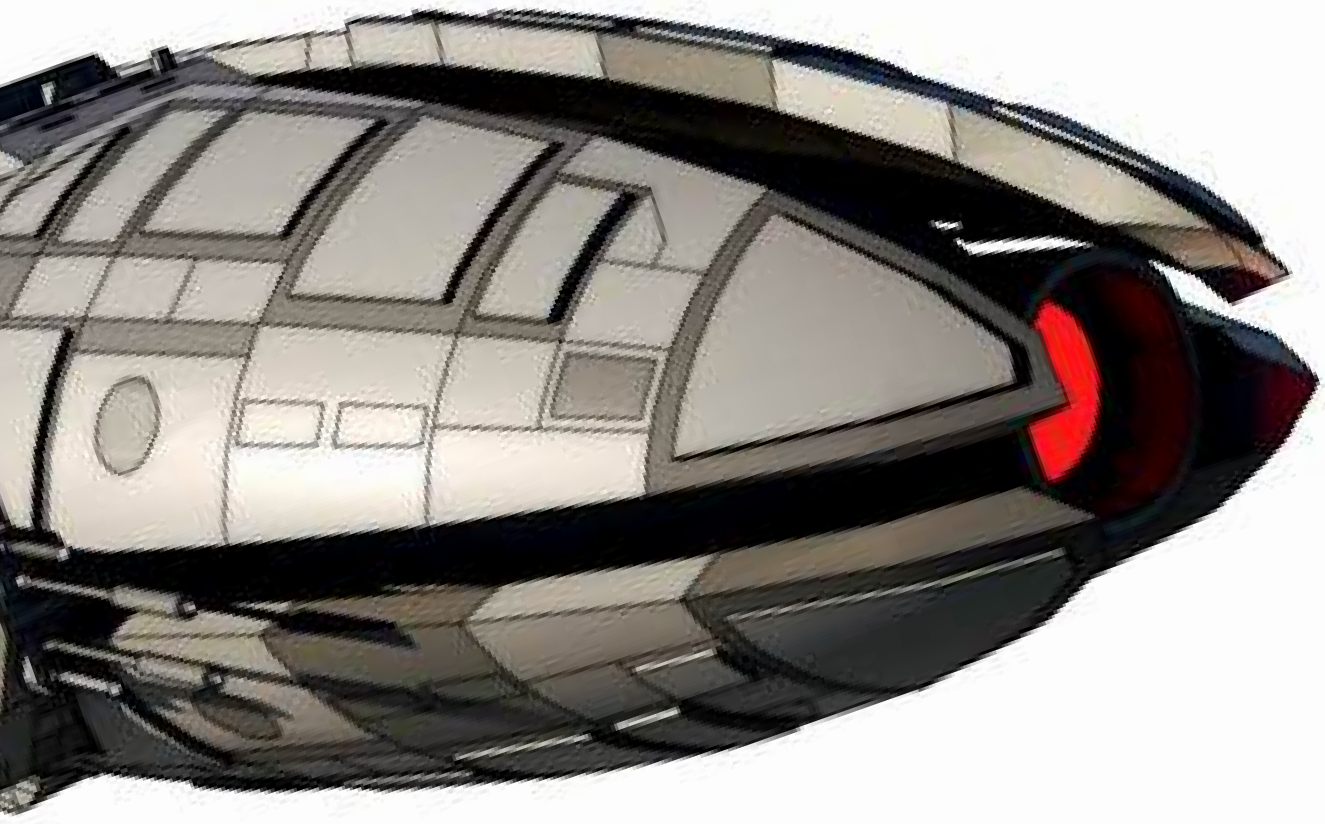
Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Isolated Systems. This ship is harder to hack, with more hardwired systems or systems which are not networked than usual. The ship and its decks gain a +1 hacking DC bonus.

Constant Barrage. Larger warships are designed to keep their guns constantly firing for even sustained battles. The power point cost of any system actions made for weapon decks from ships of this grade cost 1 less power point to perform (minimum 1 power point).



Falchion Class Speed Ship

This small, fast ship is designed for one thing: speed. Its powerful sublight ion engine is able to propel it to 20% of light speed, able to travel one AU in half an hour. The *Falchion* has a crew of three, and space for two passengers, and is a common entrant into racing competitions or—more rarely—a getaway craft by those with less honest motives.

The *Falchion*-class is lightly armed with a single blaster cannon, but it is little match for any combat capable spacecraft.

FALCHION CLASS SPEED SHIP

GRADE 1 YACHT (4,700 CR)

Crew 2/4; **Passengers** 0; **Prestige Bonus** +0
Size 100-200 ft (a clock tower); **Supply** 30 (1/day); **Cargo** 0 tons
Officers Available Engineer, Comms Officer, Navigator
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 200
AC 16; **Shields** 0; **Recharge** none; **Hacking DC** 12
Saving Throws Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 9

STR	DEX	CON	WIS
30 (+10)	15 (+2.5)	30 (+10)	10 (+0)

DECKS & SYSTEMS

Decks Bridge (1), Engineering (1), Leisure Deck (1)
Systems Escape Pods, Lander
Starfighters/Shuttles —

WEAPON MOUNTS

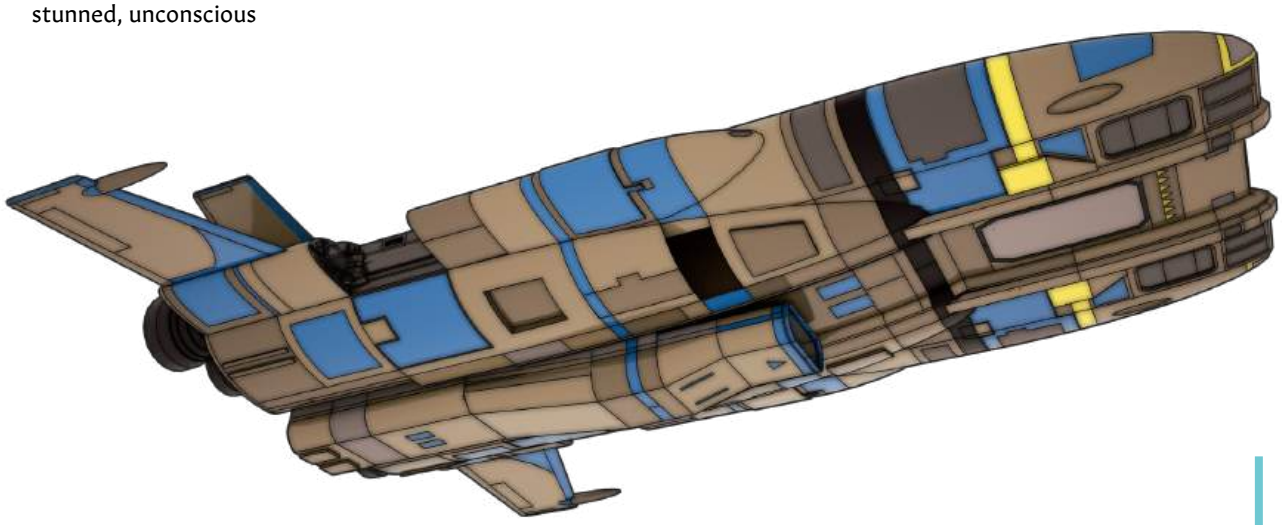
› ***1x light laser cannon.*** *Ranged Weapon Attack*: 1 turret, short range, assault. *Hit*: 14 (4d6) radiant damage.

SPECIAL PROPERTIES

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Lander. This ship is capable of landing on a planetary surface.

Fast. Yachts are fast. This vessel gains a +1 bonus to its FTL Speed.



Fipluchu Kalush Research Ship

The *Fipluchu Kalush*-class is a well-appointed ship, with state-of-the art laboratories and sensor systems. The ship is no slouch when it comes to defense, either, with its strong shield generators and its four pulse casters which cover a 360-degree fire arc between them.

Three *Vosh Kalush*-class shuttles sit on the hangar deck.

FIPLUCHU KALUSH CLASS RESEARCH SHIP

GRADE 3 SCIENCE VESSEL (24,700 CR)

Crew 8/8 (advanced AI); **Passengers** 0; **Prestige Bonus** +0

Size 400–600 ft (an ocean liner); **Supply** 120 (4/day); **Cargo** 300 tons

Officers Available Engineer, Medic, Navigator, Scientist

Gear Available Clothing, Containers, General Gear, Scientific Gear, Survival Gear

DEFENSES

HP 600

AC 14; **Shields** 40% (240); **Recharge** medium (5); **Hacking DC** 16

Saving Throws Dexterity, Wisdom

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)

FTL Speed 8

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Science Bay (2)

Systems Advanced AI, Tractor Beam

Starfighters/Shuttles 3

WEAPON MOUNTS

› ***4x light laser weapon battery.*** *Ranged Weapon Attack*: 2f/1p/1s, short range, simple. *Hit*: 18 (5d6) radiant damage.

SPECIAL PROPERTIES

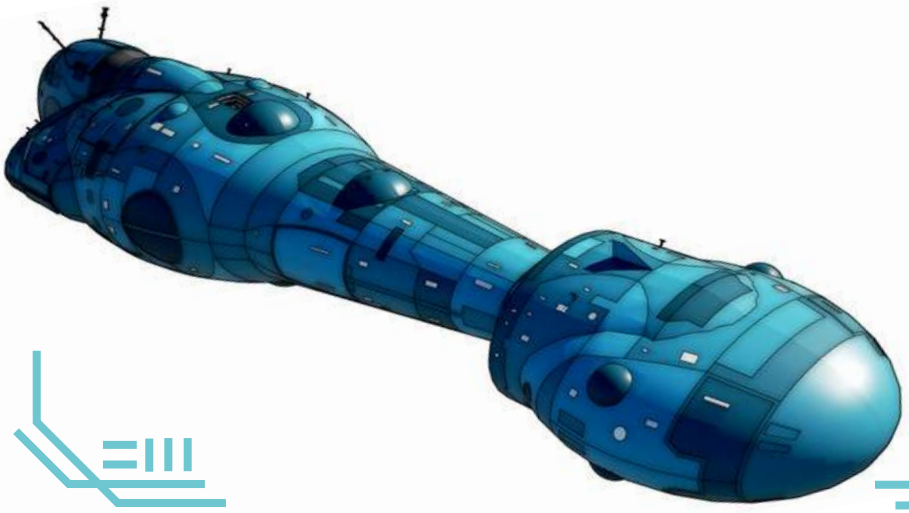
Advanced AI. When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Advanced Sensors. Ability checks made using the science bay gain an expertise die on ships of this grade.

Advanced Equipment. The DC of system actions made using the science bay is increased by 2 on ships of this grade.

Powered Labs. Science vessels have extra power devoted to scientific apparatus. The power point cost of any system actions made for science lab deck from ships of this grade cost 1 less power point to perform (minimum 1 power point).



Firebug Class Transport

An older design, the *Firebug* is used as freighter, trader, transport, even as a passenger vessel. The older advertising for the *Firebug* boasted that it's cargo hold could accommodate a herd of cattle. The standard configuration has room for passengers, crew, and some basic amenities, along with an inexpensive tractor beam system used to maneuver cargo.

The *Firebug*-class features a single rear ion engine and a separate hyperdrive. Its operational range allows it to reach the closest neighboring stars, but journeys of that length are prohibitively long with the vessel's relatively weak hyperdrive. More often, the hyperdrive sees use in-system, often illegally.

Firebugs have a reputation for being reliable, with numerous ships still in operation. The *Firebug* is still produced to this day.

FIREBUG CLASS TRANSPORT

GRADE 1 CARGO SHIP (3,850 CR)

Crew 2/4; **Passengers** 0; **Prestige Bonus** +0
Size 219 ft; **Supply** 30 (1/day); **Cargo** 100 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 200
AC 16; **Shields** 10% (20); **Recharge** medium (5); **Hacking DC** 12
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 3

STR	DEX	CON	WIS
30 (+10)	15 (+2.5)	30 (+10)	10 (+0)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Medical Bay (1)
Systems Escape Pods, Lander, Tractor Beam
Starfighters/Shuttles —

WEAPON MOUNTS

› ***1x light projectile weapon battery.*** *Ranged Weapon Attack*: 1 turret, short range, simple. *Hit*: 18 (5d6) piercing damage.

SPECIAL PROPERTIES

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Lander. This ship is capable of landing on a planetary surface.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 100 credits.

F'kvok "Warhorse" Class Freighter

The *F'kvok* is a mid-range freighter used to transport goods and armaments. It's not a sturdy ship by any means, but its four *Sk'atha* shield generators are able to provide it with adequate protection, and its point defenses help to fend off enemy fighters. The *F'kvok* is armed with a pair of magnetic railgun and a single aft-facing nuclear warhead which can provide an unpleasant surprise for the unwary.

On the marauder deck sits a pair of *Shashta*-class assault craft.

F'KVOK "WARHORSE" CLASS FREIGHTER

GRADE 2 CARGO SHIP (12,800 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 406 ft; **Supply** 120 (2/day); **Cargo** 400 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 400
AC 15; **Shields** 40% (160); **Recharge** slow (6); **Hacking DC** 14
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 4

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1)
Systems —
Starfighters/Shuttles 2

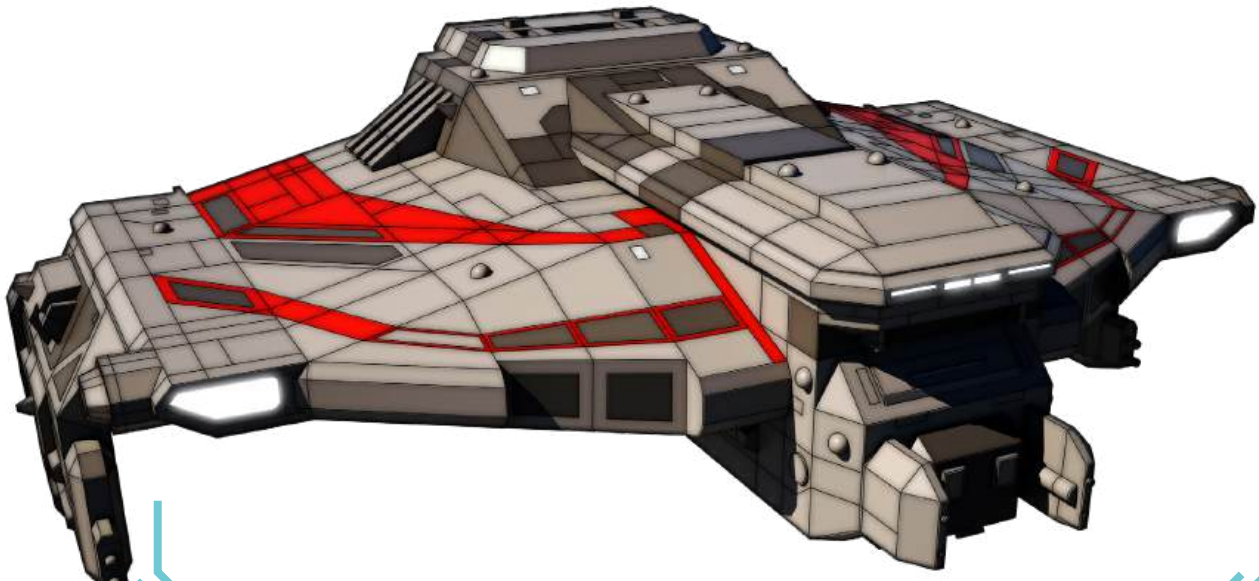
WEAPON MOUNTS

- ***1x dual sonic torpedo salvo.*** *Ranged Weapon Attack*: 1f, medium range, ammunition (2), salvo. *Hit*: 110 (10d10) thunder damage.
- ***2x light projectile weapon battery.*** *Ranged Weapon Attack*: 2f, short range, simple. *Hit*: 18 (5d6) piercing damage.

SPECIAL PROPERTIES

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).



Gr'hark "Blitz" Class Fast Frigate

One of the fastest warships, the *Gr'hark*-class is designed for rapid deployment. Using its cloaking device, this six-man gunboat can reach a target quickly and quietly, launch a pair of attack fighters, before delivering a lethal barrage with its considerable armament.

The shuttlebay contains two *Vak*-class fighters.

GR'HARK CLASS FAST FRIGATE

GRADE 2 WARSHIP (17,800 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 354 ft; **Supply** 60 (2/day); **Cargo** 200 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 440
AC 15; **Shields** 30% (132); **Recharge** medium (5); **Hacking DC** 16
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 8

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (1)
Systems Cloaking Device, Reinforced Networks
Starfighters/Shuttles 2

WEAPON MOUNTS

- ***2x single shock torpedo launcher.*** *Ranged Weapon Attack*: 1f/1a, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) lightning damage.
- ***4x light projectile weapon battery.*** *Ranged Weapon Attack*: 2f/1s/1p, short range, simple. *Hit*: 18 (5d6) piercing damage.

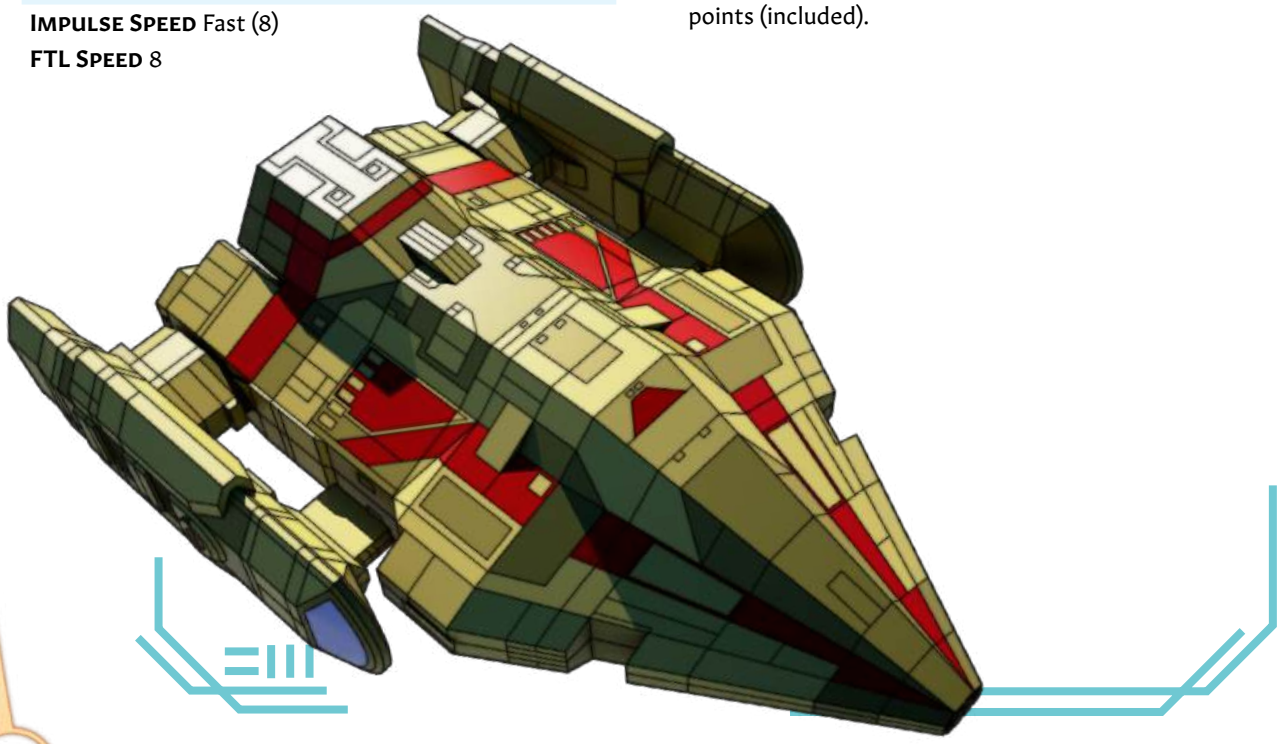
SPECIAL PROPERTIES

Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).



Grogalla Class Privateer

Some starships are designed just for piracy. The *Grogolla* is one such vessel; a cloaking device, heavy armor, and a raiding party make this small ship something to be feared. *Grogolla*-class vessels lurk in shipping lanes up to ten parsecs outside settled regions.

GROGOLLA CLASS PRIVATEER

GRADE 2 WARSHIP (10,200 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 354 ft; **Supply** 60 (2/day); **Cargo** 200 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 440
AC 17 (armored); **Shields** 5% (22); **Recharge** medium (5); **Hacking DC** 16
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 4

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

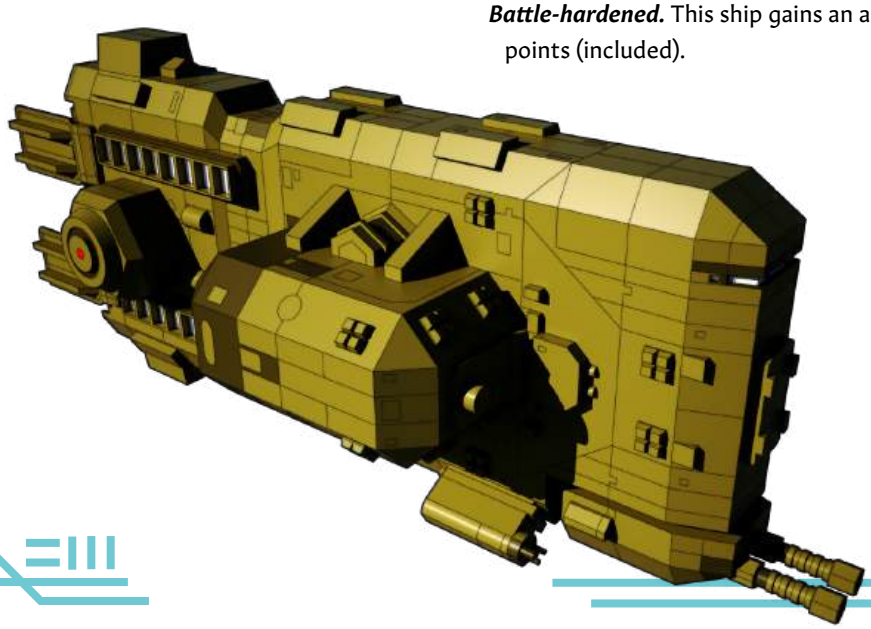
Decks Bridge (1), Cargo Hold (1), Engineering (1), Weapon Deck (1)
Systems Armored, Cloaking Device, Reinforced Networks
Starfighters/Shuttles —

WEAPON MOUNTS

- ***2x light plasma cannon.*** *Ranged Weapon Attack*: 2f, short range, assault. *Hit*: 14 (4d6) fire damage.
- ***2x single ion torpedo launcher.*** *Ranged Weapon Attack*: 1p/1s, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) force damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).
Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).
Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.
Battle-hardened. This ship gains an additional +10% hit points (included).



Ha'Chadasak "Golem" Class Assault Carrier

When one hundred bloodthirsty berserkers need to be delivered to a battle zone, there is no better tool for the job than a *Ha'Chadasak* assault carrier. These ships are formidable, with a 90-parsec range, bristling with armament, and a fleet of shuttles filled with berserkers ready to launch boarding actions; and with point defense cannons with an 8km range, they are extremely difficult to close with and engage.

The hangar deck contains 30 starfighters and 10 *Shashta*-class assault craft.

HACHADASAK "GOLEM" CLASS ASSAULT CARRIER

GRADE 4 CARRIER (70,800 CR)

Crew 16/250; **Passengers** 0; **Prestige Bonus** +1
Size 902 ft; **Supply** 240 (8/day); **Cargo** 400 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 1,000
AC 13; **Shields** 30% (300); **Recharge** slow (6); **Hacking DC** 20
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

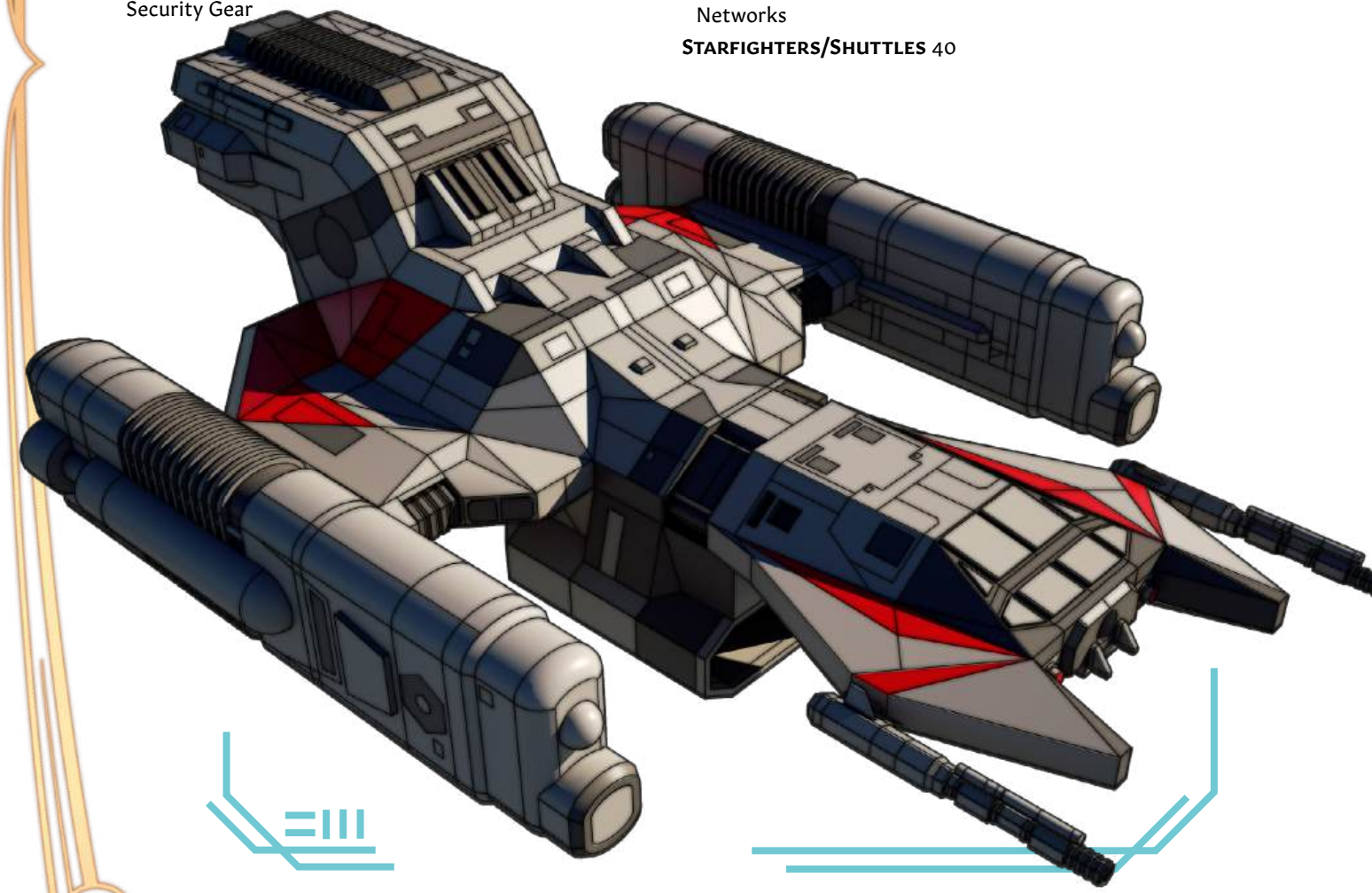
PROPULSION

Impulse Speed Average (6)
FTL Speed 6

STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Weapon Deck (1)
Systems Tractor Beam, Cloaking Device, Reinforced Networks
Starfighters/Shuttles 40



WEAPON MOUNTS

- ***2x medium projectile point defense.*** *Ranged Weapon Attack*: 1p/1s, short range, automated (starfighters). *Hit*: 21 (6d6) piercing damage.
- ***1x medium ion superweapon.*** *Ranged Weapon Attack*: 1f, ong range, countdown (medium), imprecise. *Hit*: 210 (20d20) force damage.
- ***2x medium projectile weapon battery.*** *Ranged Weapon Attack*: 2f, medium range, simple. *Hit*: 35 (10d6) piercing damage.

SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

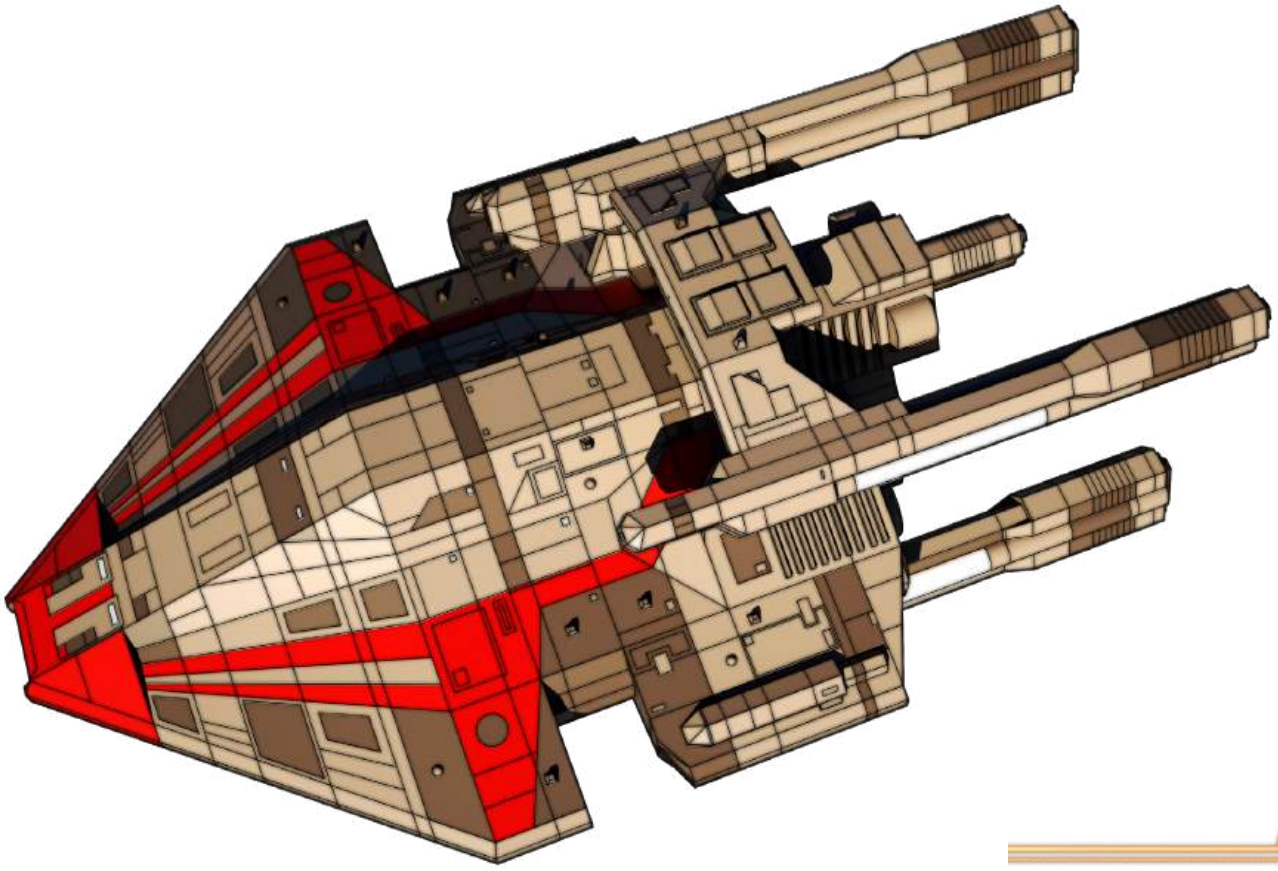
Carrier Decks. Each hangar deck can each store and dock a number of starfighters equal to the ship grade multiplied by 10 instead of by 2 as normal (included).

Scramble. As a hangar deck action, the ship can launch all starfighters from a single hangar deck for a cost of 3 power points. Only one Scramble action can be taken each round.

Repair Bays. Carriers are well equipped to perform quick repairs on starfighters. The power point cost to perform the quick patch system maneuver is reduced by 1.

Hatakah "Steel Rain" Class Destroyer

A common destroyer class, the *Hatakah* is designed with a mid-range operational capacity, cloaks and electronic warfare capability, and some devastating magnetic railguns. The ship is designed with pure offense in mind, and its destructive capacity is immense, equal to that of a ship three times its size. The *Hatakah* is one of the



most dangerous vessels ever to scour the spaceways, and it rightly deserves its moniker of "steel rain".

Three *Shashta*-class assault craft sit on the *Hatakah*'s marauder deck.

HATAKAH "STEEL RAIN" CLASS DESTROYER

GRADE 3 WARSHIP (27,900 CR)

Crew 8/100; **Passengers** 0; **Prestige Bonus** +0
Size 541 ft; **Supply** 120 (4/day); **Cargo** 300 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 660
AC 14; **Shields** 40% (264); **Recharge** medium (5); **Hacking DC** 18
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 5

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Weapon Deck (1)
Systems Tractor Beam, Cloaking Device, Reinforced Networks
Starfighters/Shuttles 3

WEAPON MOUNTS

- ***4x medium plasma point defense.*** *Ranged Weapon Attack*: 1f/1p/1s/1a, short range, automated (starfighters). *Hit*: 21 (6d6) fire damage.
- ***2x medium projectile cannon.*** *Ranged Weapon Attack*: 2f, medium range, assault. *Hit*: 21 (6d6) piercing damage.
- ***2x medium projectile weapon battery.*** *Ranged Weapon Attack*: 1p/1s, medium range, simple. *Hit*: 35 (10d6) piercing damage.

SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).
Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.
Battle-hardened. This ship gains an additional +10% hit points (included).
Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Hermes Class Courier

The *Hermes* series of couriers were fast ships. It was always a running joke that they'd been faster, but the control computer couldn't fully handle the potential engine output.

Designed to deliver parcels and messages, these couriers were regarded as top of the line 30 years ago, and they still hold up. Small, with a crew of 4, and light armaments, the *Hermes*-class is designed for those who need to get in and out of a system quickly. Those that can afford it sometimes have a cloaking device added, which makes this an extremely effective ship for subterfuge missions.

HERMES CLASS COURIER

GRADE 1 YACHT (4,800 CR)

Crew 2/4; **Passengers** 0; **Prestige Bonus** +0
Size 196 ft; **Supply** 30 (1/day); **Cargo** 100 tons
Officers Available Engineer, Comms Officer, Navigator
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 200

AC 16; **Shields** 15% (30); **Recharge** medium (5); **Hacking DC** 12
Saving Throws Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 11

STR	DEX	CON	WIS
30 (+10)	15 (+2.5)	30 (+10)	10 (+0)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Medical Bay (1)
Systems —
Starfighters/Shuttles —

WEAPON MOUNTS

› ***1x light ion cannon.*** *Ranged Weapon Attack*: 1f, short range, assault. *Hit*: 14 (4d6) force damage.

SPECIAL PROPERTIES

Fast. Yachts are fast. This vessel gains a +1 bonus to its FTL Speed (included).

Homestead Class Homeship

The enormous *Homestead*-class ship, with its crew of 5,000, can protect an entire system—indeed the craft is too slow for force projection elsewhere—and its ion weapon is able to disable many an enemy craft. The truly fearsome thing about the *Homestead*, though, is its long-range mass accelerator; this devastating weapon is able to destroy smaller ships with a single blast.

HOMESTEAD CLASS HOMESHIP

GRADE 7 WARSHIP (1,906,900 CR)

Crew 128/5,000; **Passengers** 128; **Prestige Bonus** +4

Size 2,507 ft; **Supply** 1960 (64/day); **Cargo** 1,400 tons

Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer

Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 3,300

AC 17 (armored); **Shields** 20% (660); **Recharge** slow (6); **Hacking DC** 24

Saving Throws Strength, Dexterity

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)

FTL Speed 3

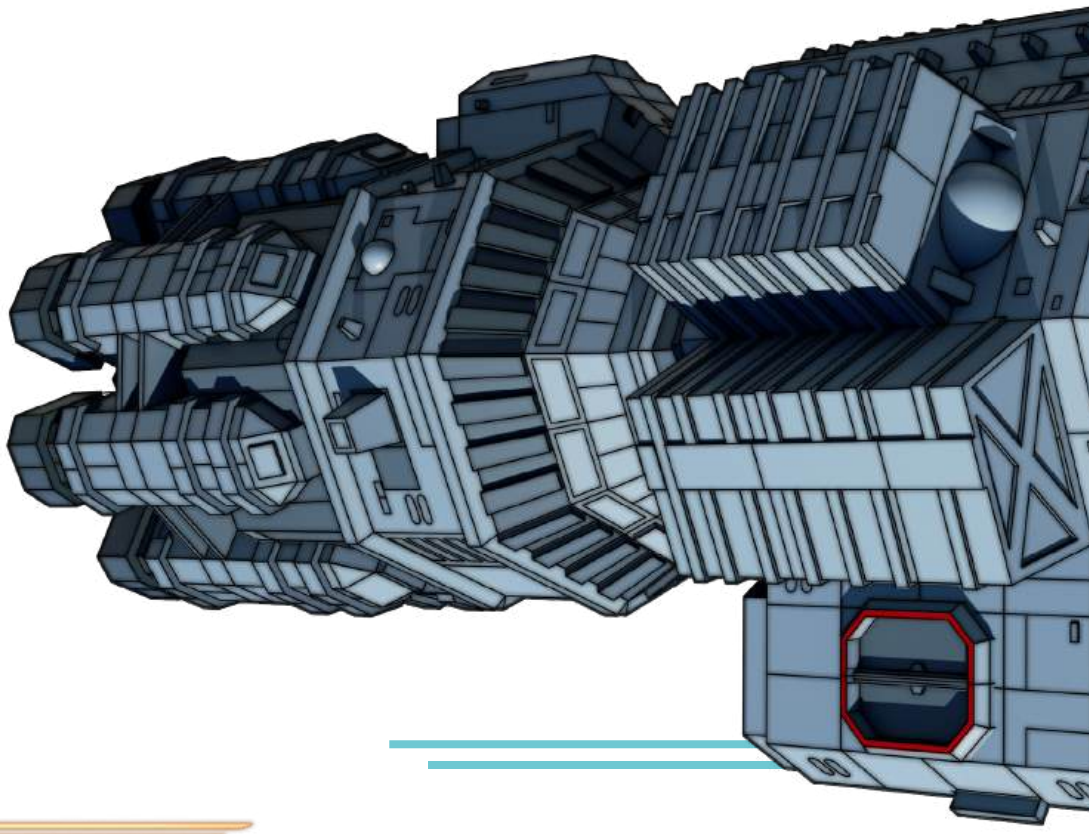
STR	DEX	CON	WIS
54 (+22)	6 (-2)	54 (+22)	18 (+4)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (2), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Operations Center (1), Science Bay (1), Weapon Deck (2) Passenger Deck (1)

Systems Armored, Tractor Beam

Starfighters/Shuttles 7



WEAPON MOUNTS

- ***4x light laser cannon.*** *Ranged Weapon Attack*: 1f/1p/1s/1a, short range, assault. *Hit*: 14 (4d6) radiant damage.
- ***1x medium ion cannon.*** *Ranged Weapon Attack*: 1f, medium range, assault. *Hit*: 21 (6d6) force damage.
- ***1x heavy projectile superweapon.*** *Ranged Weapon Attack*: 1f, long range, countdown (slow), imprecise. *Hit*: 315 (30d20) piercing damage.
- ***4x light laser weapon battery.*** *Ranged Weapon Attack*: 2p/2s, short range, simple. *Hit*: 18 (5d6) radiant damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 7,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

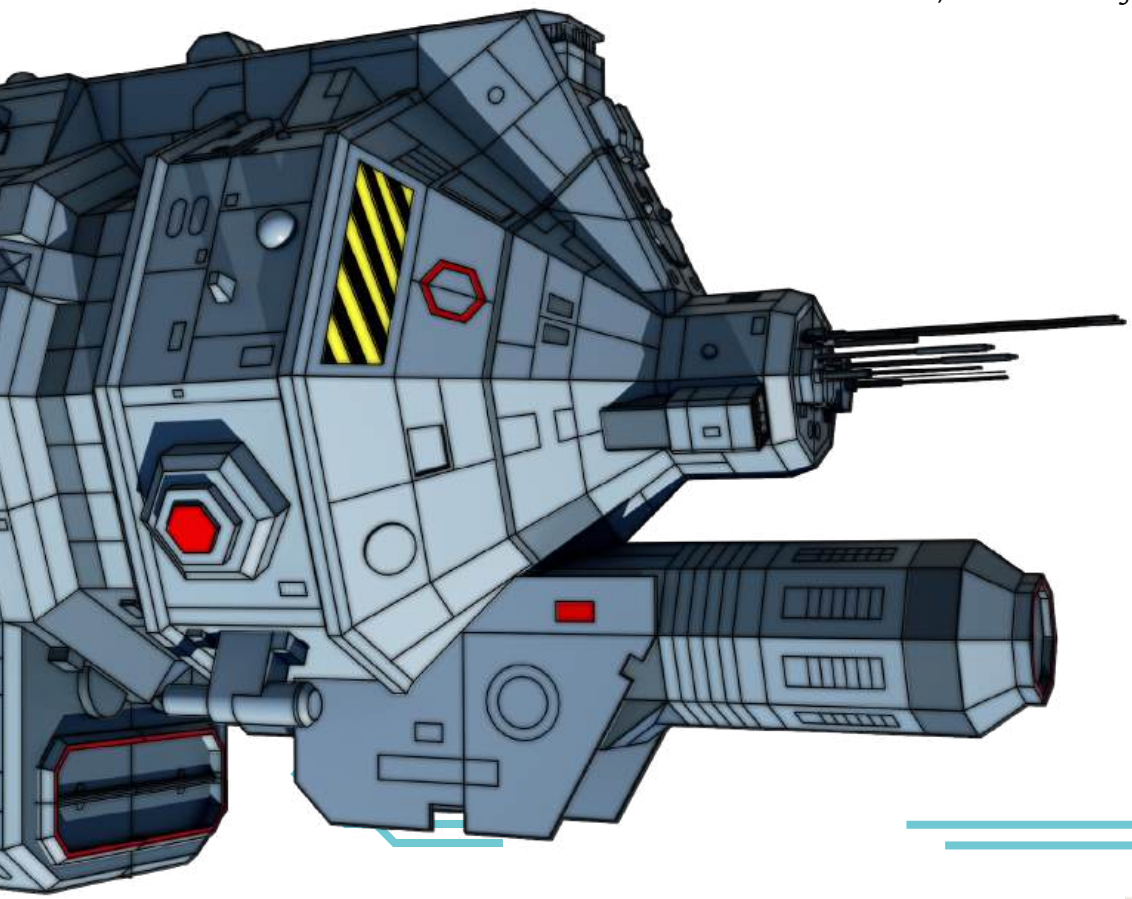
Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Isolated Systems. This ship is harder to hack, with more hardwired systems or systems which are not networked than usual. The ship and its decks gain a +1 hacking DC bonus.

Constant Barrage. Larger warships are designed to keep their guns constantly firing for even sustained battles. The power point cost of any system actions made for weapon decks from ships of this grade cost 1 less power point to perform (minimum 1 power point).

High Ordnance. The largest warships are spacefaring engines of destruction. Whenever a damage die rolled for a weapon fired from a ship of this grade results in a 1 or 2, reroll that damage die and use the new result.



Ka'Jor "Overlord" Class Carrier

One of the earliest Spartan carriers, the *Ka'Jor*-class is able to deploy a complement of 250 *Vak*-class fighters, along with 30 *Shashta*-class assault craft filled with berserkers armed and ready to board enemy ships. Although a monster, the *Ka'Jor* can be vulnerable on its own due to a lack of overlapping fire-arcs (a theme common amongst Spartans, who like to concentrate firepower forwards).

Some *Ka'Jors* carry a squadron of 30 *D'hanga*-class bombers rather than the assault craft.

KA'JOR "OVERLORD" CLASS CARRIER

GRADE 7 CARRIER (3,002,000 CR)

Crew 128/5,000; **Passengers** 0; **Prestige Bonus** +4
Size 2,640 ft; **Supply** 1960 (64/day); **Cargo** 2,800 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 3,000
AC 17 (armored); **Shields** 0; **Recharge** none; **Hacking DC** 26
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 8

STR	DEX	CON	WIS
54 (+22)	6 (-2)	54 (+22)	18 (+4)

DECKS & SYSTEMS

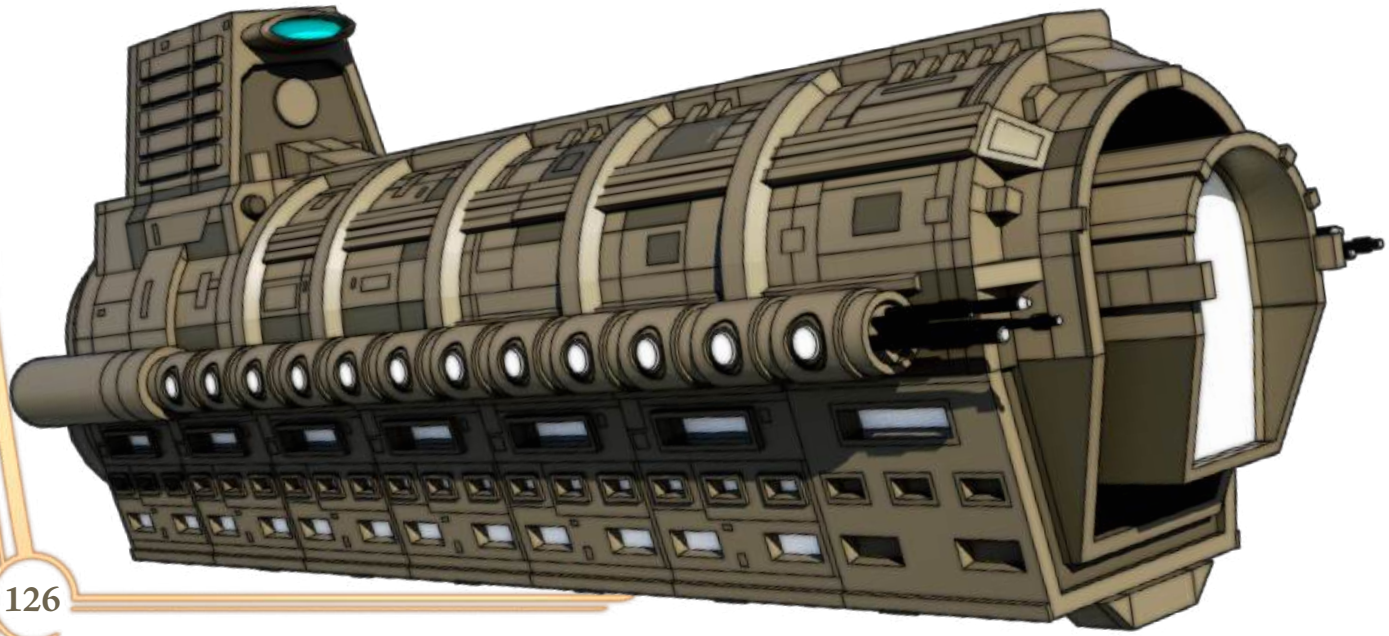
Decks Bridge (1), Cargo Hold (4), Engineering (1), Hangar (4), Leisure Deck (1), Medical Bay (1), Operations Center (1), Weapon Deck (2)
Systems Armored, Escape Pods, Tractor Beam, Reinforced Networks
Starfighters/Shuttles 280

WEAPON MOUNTS

- ***2x heavy projectile cannon.*** *Ranged Weapon Attack*: 1p/1s, long range, assault. *Hit*: 28 (8d6) piercing damage.
- ***1x heavy plasma superweapon.*** *Ranged Weapon Attack*: 1f, long range, countdown (slow), imprecise. *Hit*: 315 (30d20) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).
Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum **crew**. Each escape pod can hold up to 8 passengers, with life support for 48 hours.
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).



Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 7,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Carrier Decks. Each hangar deck can each store and dock a number of starfighters equal to the ship grade multiplied by 10 instead of by 2 as normal (included).

Scramble. As a hangar deck action, the ship can launch all starfighters from a single hangar deck for a cost of 3 power points. Only one Scramble action can be taken each round.

Repair Bays. Carriers are well equipped to perform quick repairs on starfighters. The power point cost to perform the quick patch system maneuver is reduced by 1.

Recall All Fighters. As a hangar deck action, the ship can recall all allied starfighters for a cost of 3 power points. All friendly starfighters in the carrier's combat zones are automatically docked.

Coordinated Strikes. Advanced carriers excel at coordinated strikes. Starfighters launched from this ship gain an expertise die on attack rolls while in the same sector as the carrier.

Battle Command. Carriers of this size coordinate entire navies. All allied ships within the same sector gain an expertise die on attack rolls, skill checks, and saving throws.

Ka'sha Vaktok "Skyborne Killer" Class Frigate

Ka'sha Vaktok (Skyborne Killer) is a mid-sized multipurpose warship, well armed and well equipped, and able to fulfill a number of roles. Named after an apex predator, the hull design resembles a large armored head, sinuous long neck, lean body, and jagged wings, with guns mounted where the striking claws should be.

A single *Ka'sha Vaktok* may be considered too weak to take on a larger vessel, so often they are formed into 'packs'. Such formations are common in raider units and fleet engagements. These units are designed to take on bigger, slower vessels. The standard tactic is to close in on the enemy, de-cloak and then open fire, and then withdraw using speed and cloaks to avoid retaliatory fire. They will often repeat this pattern over and over again, until the target is destroyed. Some enemy captains have likened this to having a ship 'pecked' to death.

KA'SHA VAKTOK "SKYBORNE KILLER" CLASS FRIGATE

GRADE 3 WARSHIP (36,750 CR)

Crew 8/100; **Passengers** 0; **Prestige Bonus** +0
Size 606 ft; **Supply** 120 (4/day); **Cargo** 300 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 660
AC 14; **Shields** 15% (99); **Recharge** medium (5); **Hacking DC** 18
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 5

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (2)
Systems Tractor Beam, Cloaking Device, Reinforced Networks
Starfighters/Shuttles 3

WEAPON MOUNTS

- ***2x light projectile point defense.*** *Ranged Weapon Attack*: 1p/1s, short range, automated (starfighters). *Hit*: 11 (3d6) piercing damage.
- ***1x light plasma superweapon.*** *Ranged Weapon Attack*: 1f, long range, countdown (fast), imprecise. *Hit*: 105 (10d20) fire damage.
- ***1x single shock torpedo launcher.*** *Ranged Weapon Attack*: 1f, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) lightning damage.
- ***2x light projectile weapon battery.*** *Ranged Weapon Attack*: 1p/1s, short range, simple. *Hit*: 18 (5d6) piercing damage.

SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).
Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.
Battle-hardened. This ship gains an additional +10% hit points (included).
Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

K'Chinga "Talon" Class Scout

Designed for ambushes, the *K'Chinga* is adept at sudden, deadly attacks. The wing-mounted railguns are powerful, short range guns which can shred an enemy in seconds. The ubiquitous ship is old, but still sees plenty of service today—many pirates use older models. The ship's main weakness, at least as originally designed, is the complete lack of defensive measures.

K'CHINGA "TALON" CLASS SCOUT

GRADE 2 INFILTRATOR (9,600 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 167 ft; **Supply** 60 (2/day); **Cargo** 200 tons
Officers Available Engineer, Comms Officer, Navigator, Security Officer, Special Operations Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 400
AC 15; **Shields** 0; **Recharge** none; **Hacking DC** 16
Saving Throws Dexterity
Damage Resistances —

Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 4

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Medical Bay (1)
Systems Cloaking Device, Reinforced Networks
Starfighters/Shuttles —

WEAPON MOUNTS

› ***2x medium projectile weapon battery.*** *Ranged Weapon Attack*: 2f, medium range, simple. *Hit*: 35 (10d6) piercing damage.

SPECIAL PROPERTIES

Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).
Run Silent, Run Deep. When an infiltrator flies stealthily, its speed is not reduced.
Stealthy Design. Infiltration ships blend easily into the void. Any Stealth checks made by this ship have advantage.

Kilaton Class Destroyer

An older destroyer class, the *Kilaton* still packs a massive punch with its turreted plasma cannon, capable of tearing through the shields of even the most advanced modern warships.

In the small shuttlebay waits a single *Rombdah*-class shuttle.

KILATON CLASS DESTROYER

GRADE 3 WARSHIP (30,850 CR)

Crew 8/100; **Passengers** 0; **Prestige Bonus** +0
Size 544 ft; **Supply** 120 (4/day); **Cargo** 300 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 660
AC 17 (armored); **Shields** 25% (165); **Recharge** medium (5); **Hacking DC** 16
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 8

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (2)
Systems Armored
Starfighters/Shuttles 3

WEAPON MOUNTS

- ***2x medium projectile point defense.*** *Ranged Weapon Attack*: 1p/1s, short range, automated (starfighters). *Hit*: 21 (6d6) piercing damage.
- ***1x medium plasma cannon.*** *Ranged Weapon Attack*: 1 turret, medium range, assault. *Hit*: 21 (6d6) fire damage.
- ***4x medium plasma weapon battery.*** *Ranged Weapon Attack*: 2f/1p/1s, medium range, simple. *Hit*: 35 (10d6) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).
Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.
Battle-hardened. This ship gains an additional +10% hit points (included).
Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Kor-Lang "Dominator" Class Destroyer

The *Kor-Lang* series, of which there have been at least four iterations, is designed to intimidate and destroy. The enormous magnetic railgun at the front of the ship can decimate most foes with ease, and the broadsides particle cannons can rain a constant stream of fire down upon the *Kor-Lang*'s enemies. The design is frugal at best—none of the vessel's tonnage is wasted on anything other than training halls, an armory, and capacity for 100 aggressive Spartan berserker troops.

The *Kor-Lang* has a single marauder deck containing four *Shashta*-class assault craft.

KOR-LANG "DOMINATOR" CLASS DESTROYER

GRADE 4 WARSHIP (61,000 CR)

Crew 16/250; **Passengers** 64; **Prestige Bonus** +1
Size 1,046 ft; **Supply** 240 (8/day); **Cargo** 400 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 1,100
AC 17 (armored); **Shields** 0; **Recharge** none; **Hacking DC** 18
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 9

STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (2) Passenger Deck (4)
Systems Armored, Tractor Beam
Starfighters/Shuttles 4

WEAPON MOUNTS

- ***4x medium projectile cannon.*** *Ranged Weapon Attack*: 2p/2s, medium range, assault. *Hit*: 21 (6d6) piercing damage.
- ***1x light projectile superweapon.*** *Ranged Weapon Attack*: 1f, long range, countdown (fast), imprecise. *Hit*: 105 (10d20) piercing damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

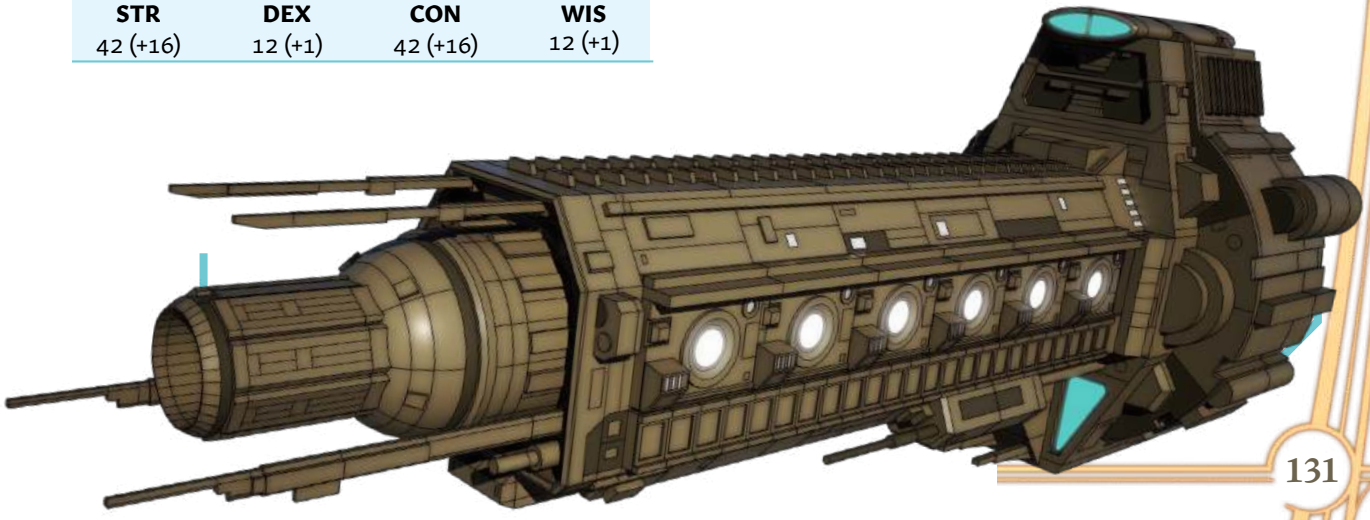
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.



Kra'changa "Destructor" Class Battleship

This behemoth is more an array of giant projectile cannons attached to an engine than anything else. The six enormous cannons point forwards, and are able to unleash a salvo capable of immense destruction. The vessel lacks little else in armaments, other than point-defense systems, and is often accompanied by smaller warships. If a *Kra'Changa* arrives in your system, something's getting destroyed.

KRA'CHANGA "DESTRUCTOR" CLASS BATTLESHIP

GRADE 5 WARSHIP (336,050 CR)

Crew 32/500; **Passengers** 0; **Prestige Bonus** +2
Size 1,122 ft; **Supply** 480 (16/day); **Cargo** 500 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 1,650
AC 17 (armored); **Shields** 25% (412); **Recharge** medium (5); **Hacking DC** 23
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 9

STR	DEX	CON	WIS
46 (+18)	10 (+0)	46 (+18)	14 (+2)

DECKS & SYSTEMS

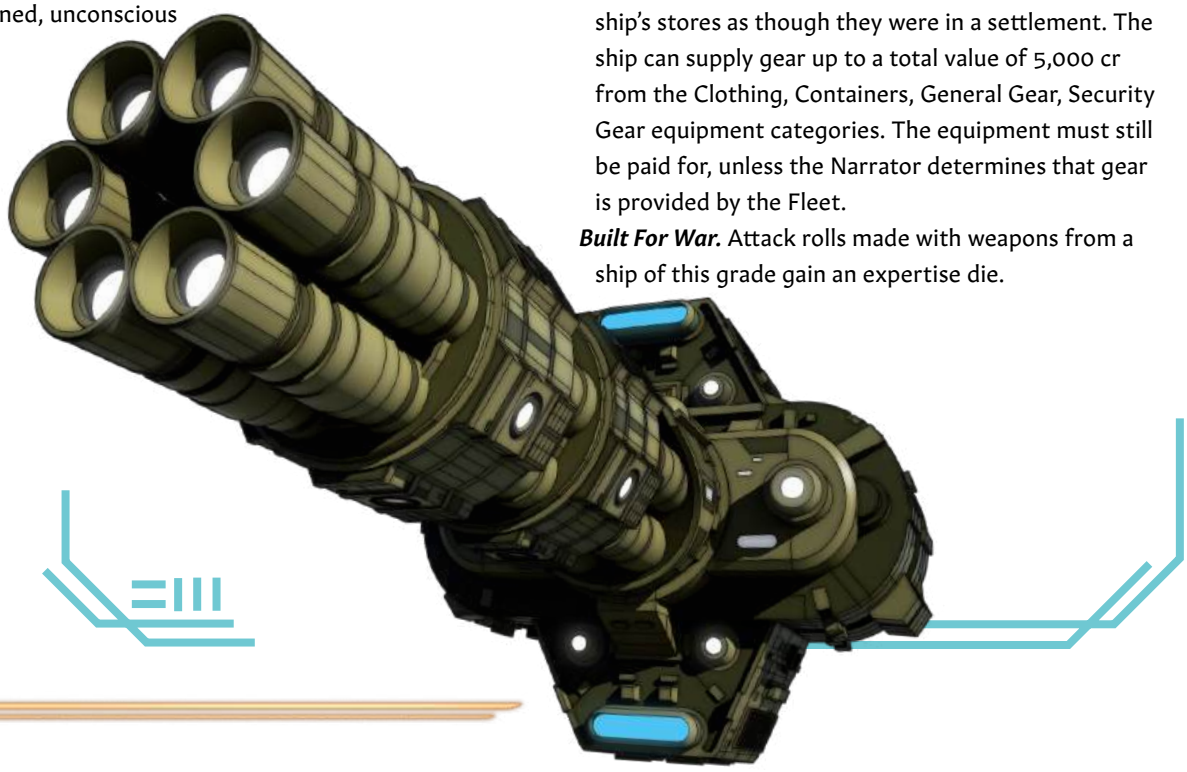
Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Operations Center (1), Weapon Deck (6)
Systems Armored, Tractor Beam, Reinforced Networks
Starfighters/Shuttles 5

WEAPON MOUNTS

- ***4x heavy projectile point defense.*** *Ranged Weapon Attack*: 1f/1p/1s/1a, short range, automated (starfighters). *Hit*: 32 (9d6) piercing damage.
- ***6x light projectile superweapon.*** *Ranged Weapon Attack*: 6f, long range, countdown (fast), imprecise. *Hit*: 105 (10d20) piercing damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).
Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 5,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.
Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.



Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Isolated Systems. This ship is harder to hack, with more hardwired systems or systems which are not networked than usual. The ship and its decks gain a +1 hacking DC bonus (included).

Lagaya Kalush Class Yacht

A tiny diplomatic yacht, and eye-wateringly expensive, the *Lagaya Kalush* is an incredibly fast, well-appointed ship. Its shield generators are powerful enough to withstand determined assault from all but the most powerful of weapons, meaning that the yacht's passengers are well-protected. Wealthy individuals often travel in a *Lagaya Kalush* as a status symbol.

LAGAYA KALUSH CLASS YACHT

GRADE 2 PASSENGER SHIP (14,100 CR)

Crew 4/4 (advanced AI); **Passengers** 4; Diplomatic Quarters 2; **Prestige Bonus** +0

Size 131 ft; **Supply** 60 (2/day); **Cargo** 200 tons

Officers Available Medic, Comms Officer, Navigator, Counselor

Gear Available Clothing, Containers, General Gear

DEFENSES

HP 400

AC 15; **Shields** 100% (400); **Recharge** medium (5); **Hacking DC** 14

Saving Throws Constitution

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)

FTL Speed 13

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1), Passenger Deck (1)

Systems Advanced AI, Escape Pods, Lander, Luxurious, Diplomatic Quarters

Starfighters/Shuttles —

WEAPON MOUNTS

› ***1x medium laser cannon.*** *Ranged Weapon Attack*: 1f, medium range, assault. *Hit*: 21 (6d6) radiant damage.

SPECIAL PROPERTIES

Advanced AI. When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

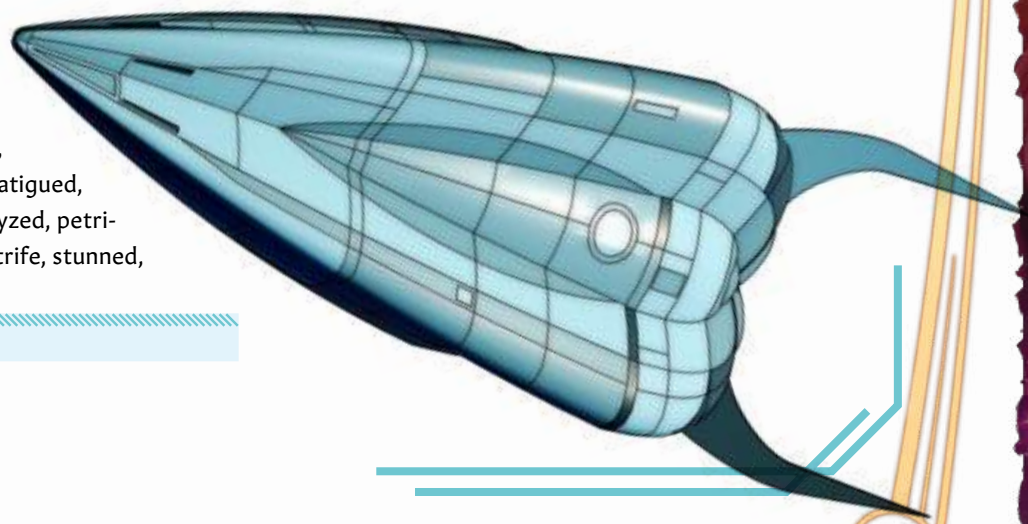
Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Lander. This ship is capable of landing on a planetary surface.

Luxurious. The accommodations on this ship are extremely comfortable. Crew and passengers gain an expertise die when undertaking the R&R journey activity.

Earnings. This ship earns money by transporting passengers. For every week of travel, the ship earns 1 cr per passenger.

Passenger Decks. The passenger capacity on this vessel is doubled.



Magma Class Mining Ship

A combination mining vessel and ore processing plant, this vessel uses its mining laser to carve off specially selected sections of rock, which are then processed within the ship itself. The *Magma* is only able to move at FTL-1, and as such few are seen outside their home system.

MAGMA CLASS MINING SHIP

GRADE 3 MINING SHIP (13,950 CR)

Crew 8/100; **Passengers** 0; **Prestige Bonus** +0
Size 492 ft; **Supply** 120 (4/day); **Cargo** 300 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear, Survival Gear

DEFENSES

HP 600
AC 14; **Shields** 15% (90); **Recharge** slow (6); **Hacking DC** 16
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 1

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1), Mining Haul (1)
Systems —
Starfighters/Shuttles —

WEAPON MOUNTS

- ***2x light mining laser.*** *Ranged Weapon Attack*: 1p/1s, short range, assault. *Hit*: 14 (4d6) radiant damage.
- ***2x light ion weapon battery.*** *Ranged Weapon Attack*: 2f, short range, simple. *Hit*: 18 (5d6) force damage.

SPECIAL PROPERTIES

Mining Gear. Mining vessels are quite adept at their namesake trade. Any creature crewing a ship of this grade gains an expertise die on the Mine journey activity.

Earnings. This vessel earns money constantly. Each week the ship earns 60 credits.

Redundant Systems. Mining vessels of this grade are tested rigorously, battered constantly, and filled with system redundancies to ensure the ship keeps mining. The first time a ship of this grade would suffer a critical malfunction it doesn't suffer it instead. Once a ship ignores a critical malfunction in this way it can't do so again for the next 24 hours.

Ma'ska "Invincible" Class Light Carrier

Fielding 36 deadly fighters, along with four support shuttles, the *Ma'ska* is used for force projection; in addition to its six wings of six fighters, this carrier bears considerable armament, including a very powerful plasma weapon easily capable of penetrating even the most powerful shields.

MA'SKA "INVINCIBLE" CLASS LIGHT CARRIER

GRADE 4 CARRIER (56,000 CR)

Crew 16/250; **Passengers** 0; **Prestige Bonus** +1
Size 997 ft; **Supply** 240 (8/day); **Cargo** 400 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 1,000
AC 13; **Shields** 30% (300); **Recharge** medium (5); **Hacking DC** 18
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 6

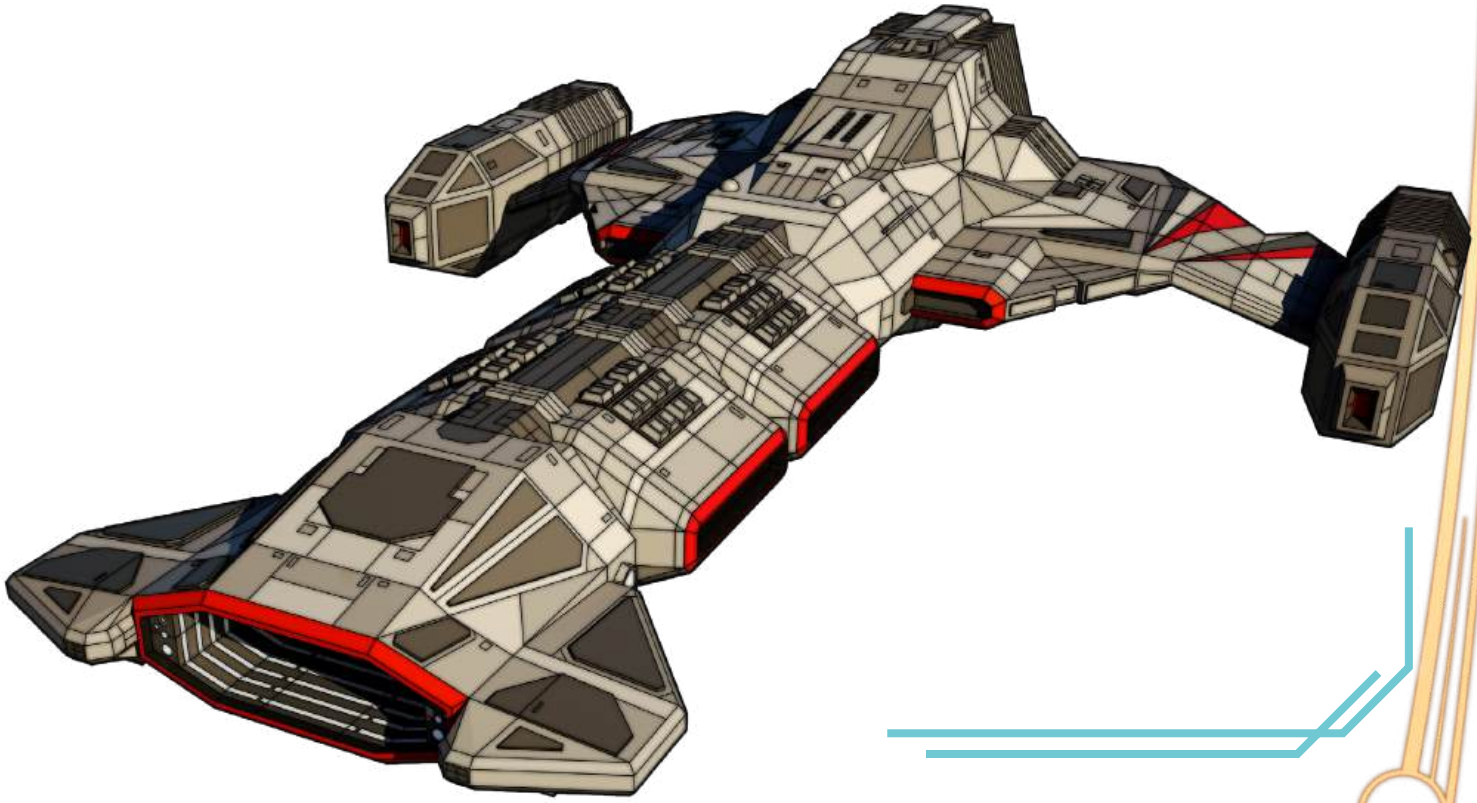
STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1), Operations Center (1), Weapon Deck (1)
Systems Tractor Beam
Starfighters/Shuttles 40

WEAPON MOUNTS

- ***4x heavy projectile point defense.*** *Ranged Weapon Attack*: 1f/1p/1s/1a, short range, automated (starfighters). *Hit*: 32 (9d6) piercing damage.
- ***2x medium projectile cannon.*** *Ranged Weapon Attack*: 1p/1s, medium range, assault. *Hit*: 21 (6d6) piercing damage.
- ***1x light plasma superweapon.*** *Ranged Weapon Attack*: 1f, long range, countdown (fast), imprecise. *Hit*: 105 (10d20) fire damage.



SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Carrier Decks. Each hangar deck can each store and dock a number of starfighters equal to the ship grade multiplied by 10 instead of by 2 as normal (included).

Scramble. As a hangar deck action, the ship can launch all starfighters from a single hangar deck for a cost of 3 power points. Only one Scramble action can be taken each round.

Repair Bays. Carriers are well equipped to perform quick repairs on starfighters. The power point cost to perform the quick patch system maneuver is reduced by 1.

Mruchu Class Courier

A small, fast ship, this comfortable vessel–more of an interstellar taxicab– often used for shorter hops of 3 days or less. It bears powerful shields, but minimal armament.

The *Mruchu* has a single *Vosh Kalush*-class shuttle.

MRUCHU CLASS COURIER

GRADE 1 YACHT (5,050 CR)

CREW 2/4; **PASSENGERS** 2; **PRESTIGE BONUS** +0
SIZE 219 ft; **SUPPLY** 30 (1/day); **CARGO** 0 tons
OFFICERS AVAILABLE Engineer, Comms Officer, Navigator
GEAR AVAILABLE Clothing, Containers, General Gear

DEFENSES

HP 200
AC 16; **SHIELDS** 50% (100); **RECHARGE** medium (5); **HACKING DC** 12
SAVING THROWS Dexterity
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

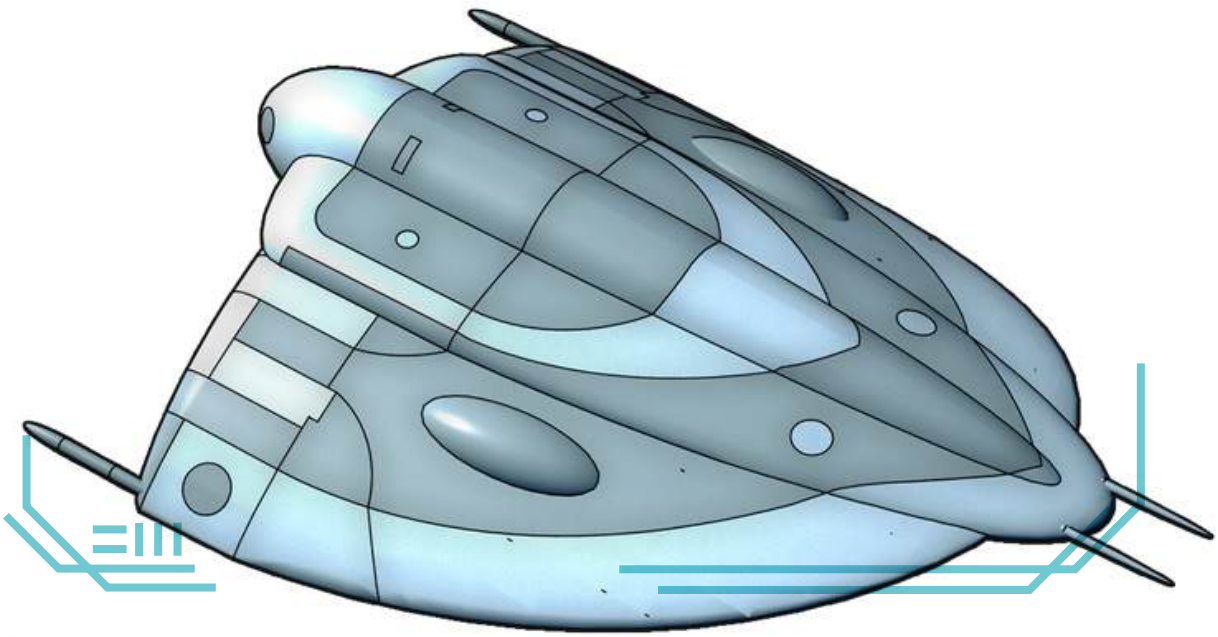
PROPULSION

IMPULSE SPEED Average (6)
FTL SPEED 13

STR	DEX	CON	WIS
30 (+10)	15 (+2.5)	30 (+10)	10 (+0)

DECKS & SYSTEMS

DECKS Bridge (1), Engineering (1), Hangar (1), Passenger Deck (1)
SYSTEMS Luxurious
STARFIGHTERS/SHUTTLES 1



WEAPON MOUNTS

› ***1x light plasma cannon.*** *Ranged Weapon Attack*: short range, assault. *Hit*: 14 (4d6) fire damage.

SPECIAL PROPERTIES

Luxurious. The accommodations on this ship are extremely comfortable. Crew and passengers gain an expertise die when undertaking the R&R journey activity.

Fast. Yachts are fast. This vessel gains a +1 bonus to its FTL Speed (included).

Ngarurapau Class Patrol Craft

Even peaceful worlds patrol their system with a fleet of dangerous patrol ships. The *Ngarurapau*-class is one such guardian—powerful shields, strong nano-tech armor, and a complement of 30 troops, these ships are also capable of longer range missions, delivering elite soldiers into dangerous areas.

The *Ngarurapau* has a single *Vosh Kalush*-class shuttle.

NGARURAPAU CLASS PATROL CRAFT

GRADE 2 WARSHIP (9,400 CR)

CREW 4/40; **PASSENGERS** 0; **PRESTIGE BONUS** +0
SIZE 429 ft; **SUPPLY** 60 (2/day); **CARGO** 0 tons
OFFICERS AVAILABLE Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
GEAR AVAILABLE Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 440
AC 17 (armored); **SHIELDS** 50% (220); **RECHARGE** medium (5); **HACKING DC** 14
SAVING THROWS Strength, Dexterity
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)
FTL SPEED 4

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

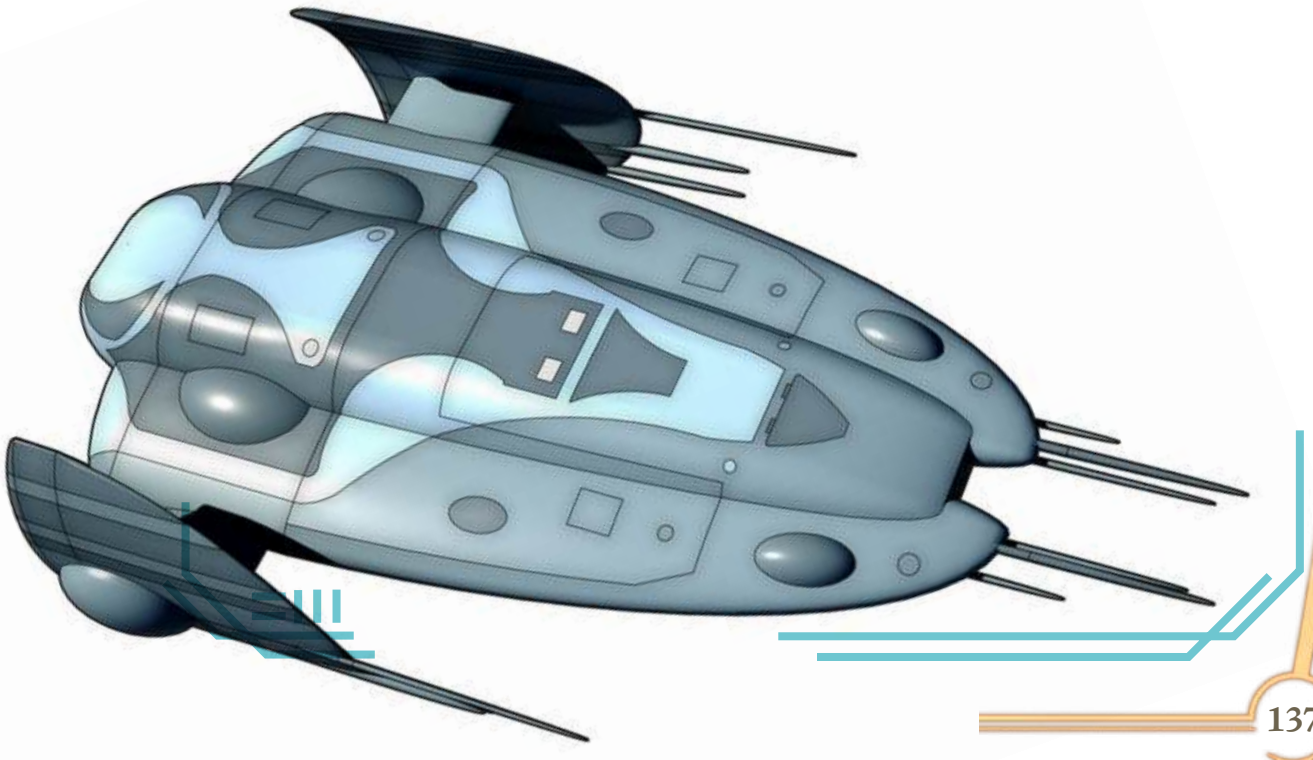
DECKS & SYSTEMS

DECKS Bridge (1), Engineering (1), Hangar (1), Medical Bay (1)
SYSTEMS Armored, Tractor Beam
STARFIGHTERS/SHUTTLES 2

WEAPON MOUNTS

› ***2x medium sonic cannon.*** *Ranged Weapon Attack*: 2f, medium range, assault. *Hit*: 21 (6d6) thunder damage.

› ***2x light ion weapon battery.*** *Ranged Weapon Attack*: 1p/1s, short range, simple. *Hit*: 18 (5d6) force damage.



SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Oliphant Class Freighter

The *Oliphant*-class is large and robust. It is able to carry over 12,000 tons of cargo in its expansive holds, with a large crew of 1,000. Onboard facilities are poor by most standards; being a utility vessel, and crew comfort is an afterthought.

The *Oliphant* handles like a Vigan Snow Pig (as one captain put it). However, it has a solid robust hull. Backing this up are a pair of powerful shield generators, making this monster very hard to kill.

The *Oliphant*'s large flight deck carries 12 Boss-man-class shuttles.

OLIPHANT CLASS FREIGHTER

GRADE 6 CARGO SHIP (491,000 CR)

Crew 64/1,000; **Passengers** 0; **Prestige Bonus** +3
Size 2,197 ft; **Supply** 1920 (32/day); **Cargo** 12,000 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 2,000
AC 17 (armored); **Shields** 50% (1000); **Recharge** medium (5); **Hacking DC** 22
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 4

STR	DEX	CON	WIS
50 (+20)	8 (-1)	50 (+20)	14 (+2)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (10), Engineering (2), Hangar (2), Medical Bay (1)
Systems Armored
Starfighters/Shuttles 12

For some unknown reason, the captain of the *Oliphant*-class 'Big Blue Bastard' is a truly miserable individual; and so is his crew. Rude, bad mannered and damn right aggressive, this vessel has bad reputation and they just don't care. Some ports forbid the crew shore leave, as they tend to cause a riot in any bar. How they have customers is a mystery; perhaps that despite the horrid rep of the ship they are just so damn good at their job of hauling freight.

Fitted out and converted to be a colony transport, The Paradise Comes was set to colonize a planet out on rim of known space past the Triffid Nebula. It was purchased by an obscure religious human sect, who then employed contractors to turn it into a colony vessel. They wished to get away from human space, as they claimed to have found a paradise planet way out on the rim. Five years after the ship left, a scout was sent to the coordinates, they found nothing, no sign of the ship, and no sign of any colony. The world in question was no paradise, it was a dry arid wasteland with no life. But something unusual was found there. In one of the vast deserts, a 3-mile-high tower was found, obviously built by an intelligence, and somewhere inside the tower is a transmitter that broadcasts a signal no one has yet translated. There are no markings on it and no way into the tower.

WEAPON MOUNTS

- ***2x heavy ion cannon.*** *Ranged Weapon Attack*: 1p/1s, long range, assault. *Hit*: 28 (8d6) force damage.
- ***1x dual ion minelayer.*** The next time a ship or space-faring creature enters a mined combat zone, it makes a saving throw against your starfighter or system maneuver DC, taking 110 (10d10) force damage on a failure and removing the mines.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 6,000 cr from the Clothing, Containers, General Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 1200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).

Empty Space. A cargo vessel is largely composed of cargo decks, meaning that damage to the ship is often non-critical. This ship does not suffer a critical malfunction when it takes 25% of its total hit points in one attack.

Recreation Space. With cavernous cargo space, a mostly empty ship can provide the crew with enough space for entire sporting events or any number of leisure activities. At this grade, crew can perform the R&R journey activity even without a leisure deck.

Onathabet Kalush Class Cruiser

This large cruiser is a long range, powerful exploration vessel with an advanced AI, and the firepower to operate as a potent combat capital ship when needed. The *Onathapabet Kalush*'s advanced voidsail gives it a staggering operational range, several times that of similar-sized ships.

The *Onathapabet Kalush* carries four *Vosh Kalush-class* shuttles and 32 Razorbacks.

ONATHABET KALUSH CLASS CRUISER

GRADE 6 EXPLORER (631,700 CR)

Crew 64/64 (advanced AI); **Passengers** 64; **Prestige Bonus** +3

Size 1476 ft; **Supply** 9600 (32/day); **Cargo** 1,200 tons

Officers Available Engineer, Medic, Comms Officer, Navigator, Scientist, Security Officer, Counselor, Tactical Officer

Gear Available Clothing, Communications & Computing, Containers, General Gear, Medicine, Scientific Gear, Survival Gear

DEFENSES

HP 2,000

AC 11; **Shields** 45% (900); **Recharge** medium (5); **Hacking DC** 24

Saving Throws Dexterity, Constitution

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)

FTL Speed 9

STR	DEX	CON	WIS
50 (+20)	8 (-1)	50 (+20)	14 (+2)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (2), Engineering (1), Hangar (6), Leisure Deck (1), Medical Bay (2), Science Bay (4), Weapon Deck (2)Passenger Deck (1)

Systems Advanced AI, Reinforced Networks

Starfighters/Shuttles 36

WEAPON MOUNTS

- ***1x heavy shock cannon.*** *Ranged Weapon Attack*: 1f, long range, assault. *Hit*: 28 (8d6) lightning damage.
- ***4x medium shock weapon battery.*** *Ranged Weapon Attack*: 2p/2s, medium range, simple. *Hit*: 35 (10d6) lightning damage.
- ***2x heavy laser weapon battery.*** *Ranged Weapon Attack*: 2f, medium range, simple. *Hit*: 53 (15d6) radiant damage.

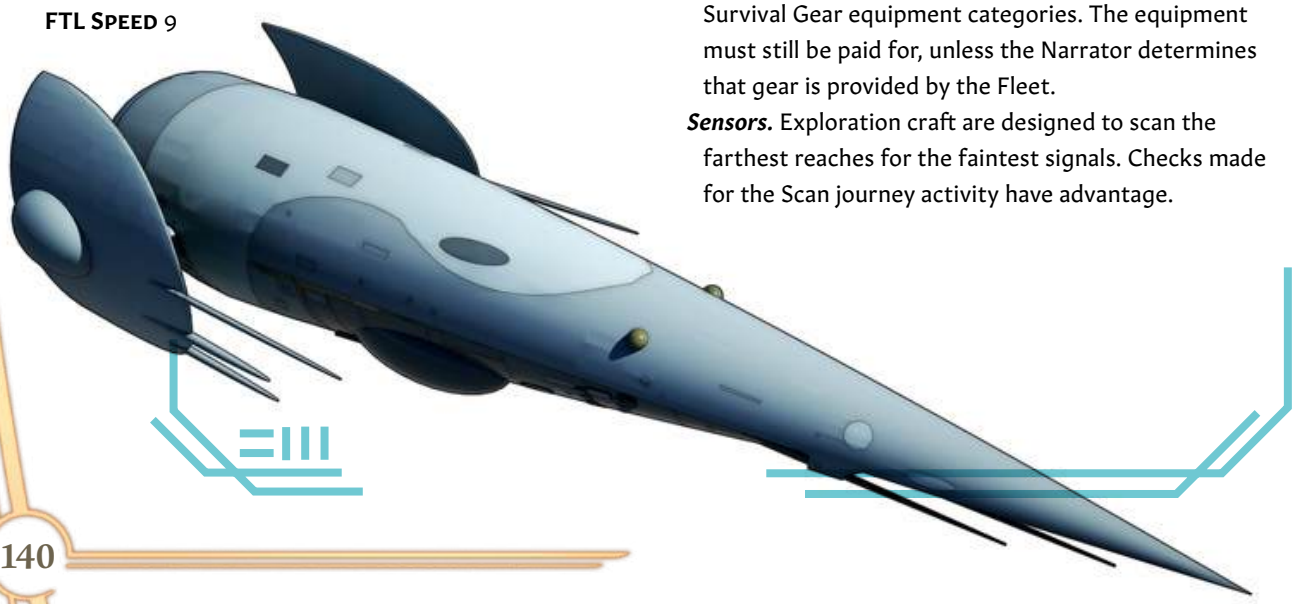
SPECIAL PROPERTIES

Advanced AI. When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 6,000 cr from the Clothing, Communications & Computing, Containers, General Gear, Medicine, Scientific Gear, Survival Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Sensors. Exploration craft are designed to scan the farthest reaches for the faintest signals. Checks made for the Scan journey activity have advantage.



Research Labs. Science checks made aboard the ship gain an expertise die.

5-Year Mission. This craft is designed for long, multi-year missions. It can carry ten times the normal amount of Supply.

Durable. Outfitted with defenses against all the typically encountered stumbling blocks, this vessel gains an expertise die on saving throws made to resist the effects of space hazards.

New Discoveries. Explorers are designed to discover new worlds. Whenever this ship enters a new Region, roll once on the Boons & Discoveries table (see page 66).

Orion Class Miner

A common commercial mining craft, this 19-crew ship is equipped with a tractor beam, an ore processing plant, and an array of mining lasers. Able to haul over 700-tons of minerals and metals, the *Orion*-class is the chosen ship of many an entrepreneurial outfit.

ORION CLASS MINER

GRADE 2 MINING SHIP (9,900 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 401 ft; **Supply** 60 (2/day); **Cargo** 200 tons
Officers Available Engineer, Navigator, Security Officer
Gear Available Clothing, Containers, General Gear, Survival Gear

DEFENSES

HP 400
AC 15; **Shields** 35% (140); **Recharge** slow (6); **Hacking DC** 14
Saving Throws Strength, Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 5

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Mining Haul (1)
Systems Tractor Beam
Starfighters/Shuttles 2

WEAPON MOUNTS

- ***4x mining laser.*** *Ranged Weapon Attack*: 4r, short range, assault. *Hit*: 14 (4d6) radiant damage.
- ***2x light laser weapon battery.*** *Ranged Weapon Attack*: 2f, short range, simple. *Hit*: 18 (5d6) radiant damage.

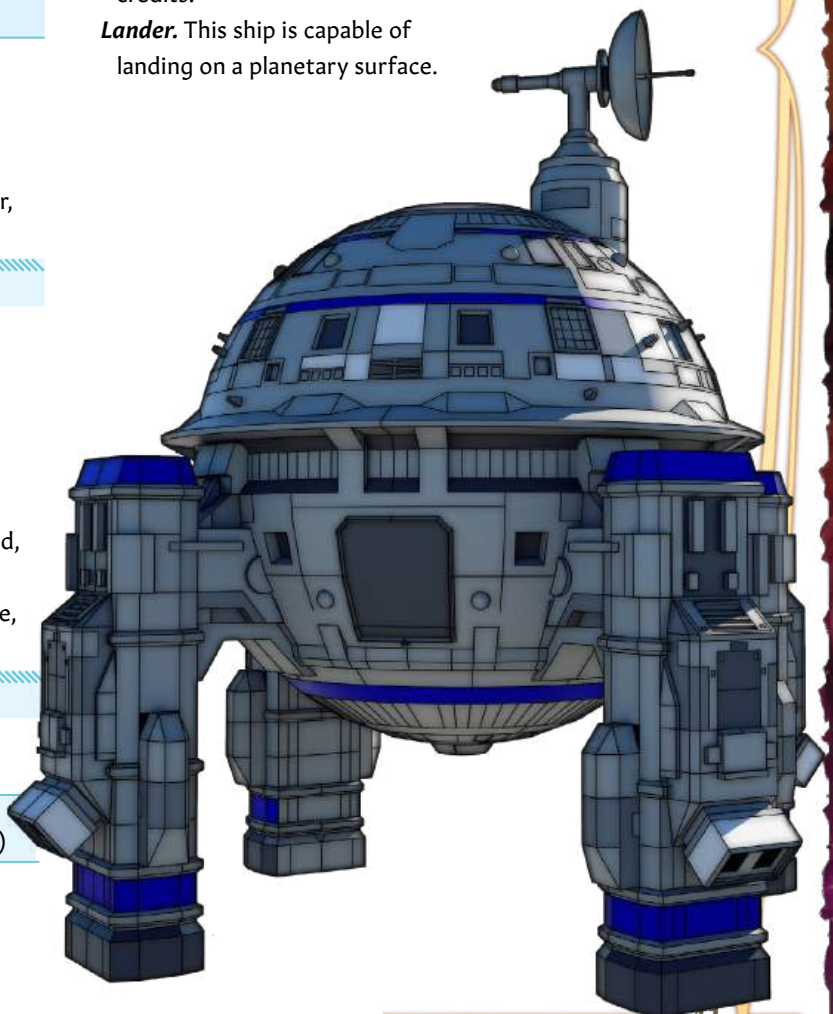
SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Mining Gear. Mining vessels are quite adept at their namesake trade. Any creature crewing a ship of this grade gains an expertise die on the Mine journey activity.

Earnings. This vessel earns money constantly. Each week the ship earns 40 credits.

Lander. This ship is capable of landing on a planetary surface.



Planet Slammer Class Battleship

This mighty ship is enormous, and able to hit like a sledgehammer; fortunately, only one exists. Massive, armored, and boasting one of the most powerful single weapons in the galaxy, the *Planet Slammer*'s ME-X Titan mass accelerator can pulverize even medium-to-large cruisers and level cities with a single shot. Perhaps fortunately for the galaxy at-large, the *Planet Slammer* moves very slowly— for now, at least—it doesn't pose much of a strategic threat.

The *Planet Slammer* is never seen alone. It is always accompanied by an escort of four *Kilaton*-class destroyers whose sole task is to protect the battleship at all costs.

The *Planet Slammer* carries seven *Rombda*-class transports.

PLANET SLAMMER CLASS BATTLESHIP

GRADE 7 WARSHIP (2,472,000 CR)

CREW 128/5,000; **PASSENGERS** 0; **PRESTIGE BONUS** +4
SIZE 2,535 ft; **SUPPLY** 1960 (64/day); **CARGO** 2,800 tons
OFFICERS AVAILABLE Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
GEAR AVAILABLE Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 3,300
AC 17 (armored); **SHIELDS** 0; **RECHARGE** none; **HACKING DC** 26
SAVING THROWS Strength, Dexterity
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Slow (4)
FTL SPEED 4

STR	DEX	CON	WIS
54 (+22)	6 (-2)	54 (+22)	18 (+4)

DECKS & SYSTEMS

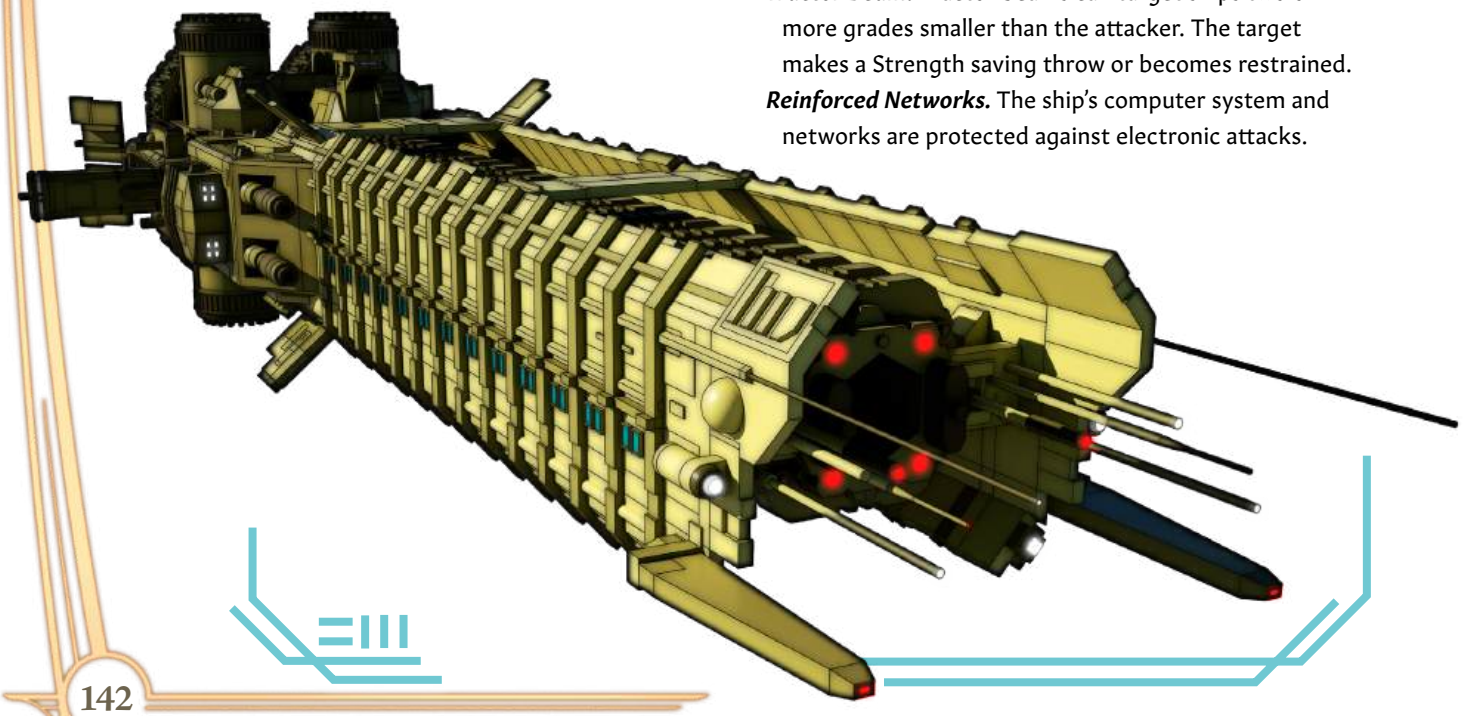
DECKS Bridge (1), Cargo Hold (4), Engineering (2), Hangar (1), Medical Bay (1), Operations Center (2), Weapon Deck (4)
SYSTEMS Armored, Tractor Beam, Reinforced Networks
STARFIGHTERS/SHUTTLES 7

WEAPON MOUNTS

- ***2x heavy plasma cannon.*** *Ranged Weapon Attack*: 2f, long range, assault. *Hit*: 28 (8d6) fire damage.
- ***1x heavy projectile superweapon.*** *Ranged Weapon Attack*: 1f, long range, countdown (slow), imprecise. *Hit*: 315 (30d20) piercing damage.
- ***4x heavy plasma weapon battery.*** *Ranged Weapon Attack*: 2p/2s, medium range, simple. *Hit*: 53 (15d6) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Reinforced Networks. The ship's computer system and networks are protected against electronic attacks.



This ship's hacking DC increases by +2 (included).

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 7,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Isolated Systems. This ship is harder to hack, with more hardwired systems or systems which are not networked than usual. The ship and its decks gain a +1 hacking DC bonus.

Constant Barrage. Larger warships are designed to keep their guns constantly firing for even sustained battles. The power point cost of any system actions made for weapon decks from ships of this grade cost 1 less power point to perform (minimum 1 power point).

High Ordnance. The largest warships are spacefaring engines of destruction. Whenever a damage die rolled for a weapon fired from a ship of this grade results in a 1 or 2, reroll that damage die and use the new result.

Rapide Class Liner

A common civilian liner, the *Rapide*-class is the choice of many a transport company. Relatively comfortable, and suited to journeys of a few parsecs, the *Rapide* carries a passenger manifest of 24, plus 3 luxury cabins. Facilities aboard include lounge and recreation areas, as well as a chapel and observation lounge. Most commercial starports will have a *Rapide* or two docked at any given time.

RAPIDE CLASS LINER

GRADE 3 PASSENGER SHIP (24,450 CR)

Crew 8/100; **Passengers** 24; Diplomatic Quarters 3; **Prestige Bonus** +0

Size 459 ft; **Supply** 120 (4/day); **Cargo** 300 tons

Officers Available Medic, Comms Officer, Navigator, Counselor

Gear Available Clothing, Containers, General Gear

DEFENSES

HP 600

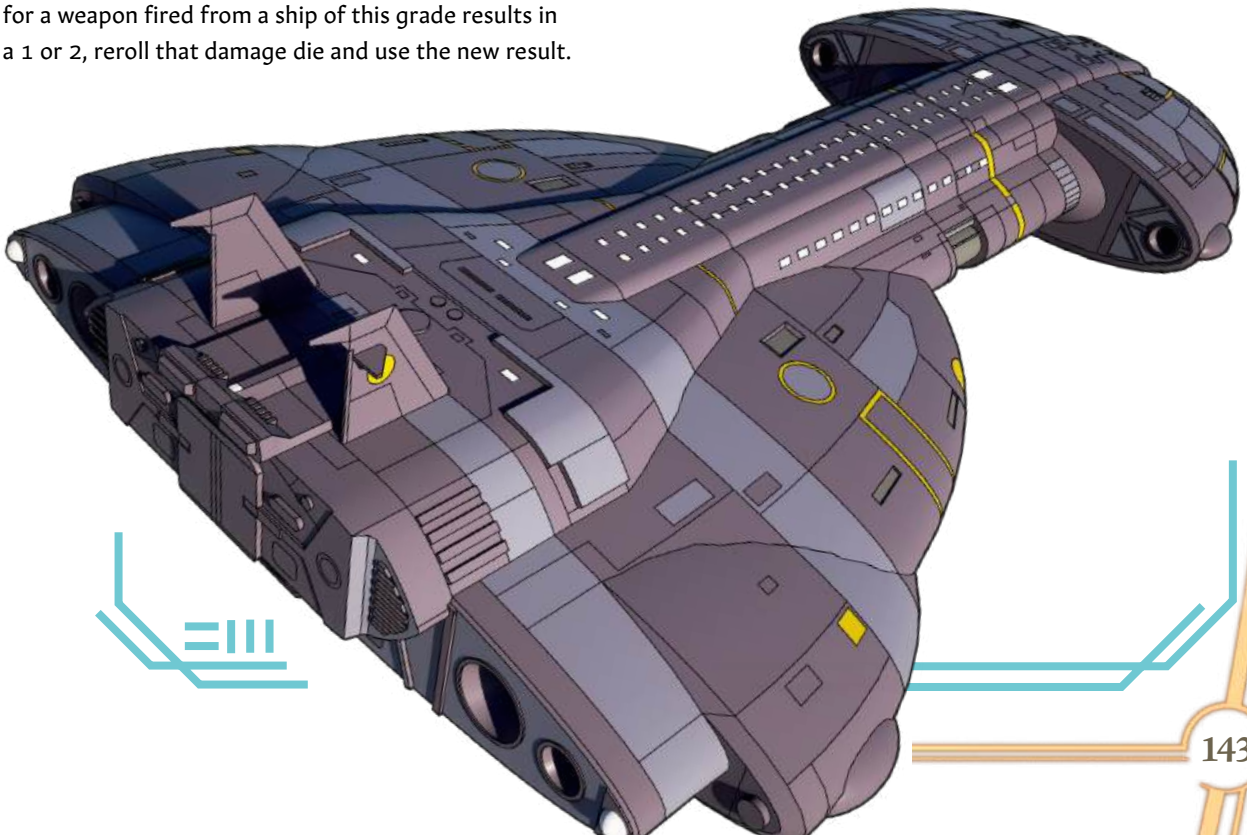
AC 14; **Shields** 15% (90); **Recharge** medium (5); **Hacking DC** 16

Saving Throws Constitution

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious



PROPULSION

IMPULSE SPEED Slow (4)

FTL SPEED 5

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

DECKS Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1), Passenger Deck (3)

SYSTEMS Luxurious, Diplomatic Quarters

STARFIGHTERS/SHUTTLES —

WEAPON MOUNTS

› ***6x light laser weapon battery.*** *Ranged Weapon Attack*: 1f/2p/2s/1a, short range, simple. *Hit*: 18 (5d6) radiant damage.

SPECIAL PROPERTIES

Luxurious. The accommodations on this ship are extremely comfortable. Crew and passengers gain an expertise die when undertaking the R&R journey activity.

Earnings. This ship earns money by transporting passengers. For every week of travel, the ship earns 1 cr per passenger.

Passenger Decks. The passenger capacity on this vessel is doubled.

Amenities. Passenger ships host a wide variety of amenities for their passengers. For every passenger deck, this ship also has an additional leisure deck at no extra cost. These additional leisure decks do not count towards the ship's maximum number of decks.

Rongakush Kalush Class Freighter

A civilian craft, this freighter would put many warships to shame. Fast, with a long range and over 400 tons of cargo, a pair of deadly pulse casters, and powerful shields make this the sort of transport that pirates steer clear of. There are far easier targets to be had!

The *Rongakush Kalush* carries a pair of *Vosh Kalush*-class shuttles.

RONGAKUSH KALUSH CLASS FREIGHTER

GRADE 2 CARGO SHIP (11,100 CR)

CREW 4/4 (advanced AI); **PASSENGERS** 0; **PRESTIGE BONUS** +0

SIZE 583 ft; **SUPPLY** 120 (2/day); **CARGO** 400 tons

OFFICERS AVAILABLE Engineer, Navigator, Security Officer

GEAR AVAILABLE Clothing, Containers, General Gear

DEFENSES

HP 400

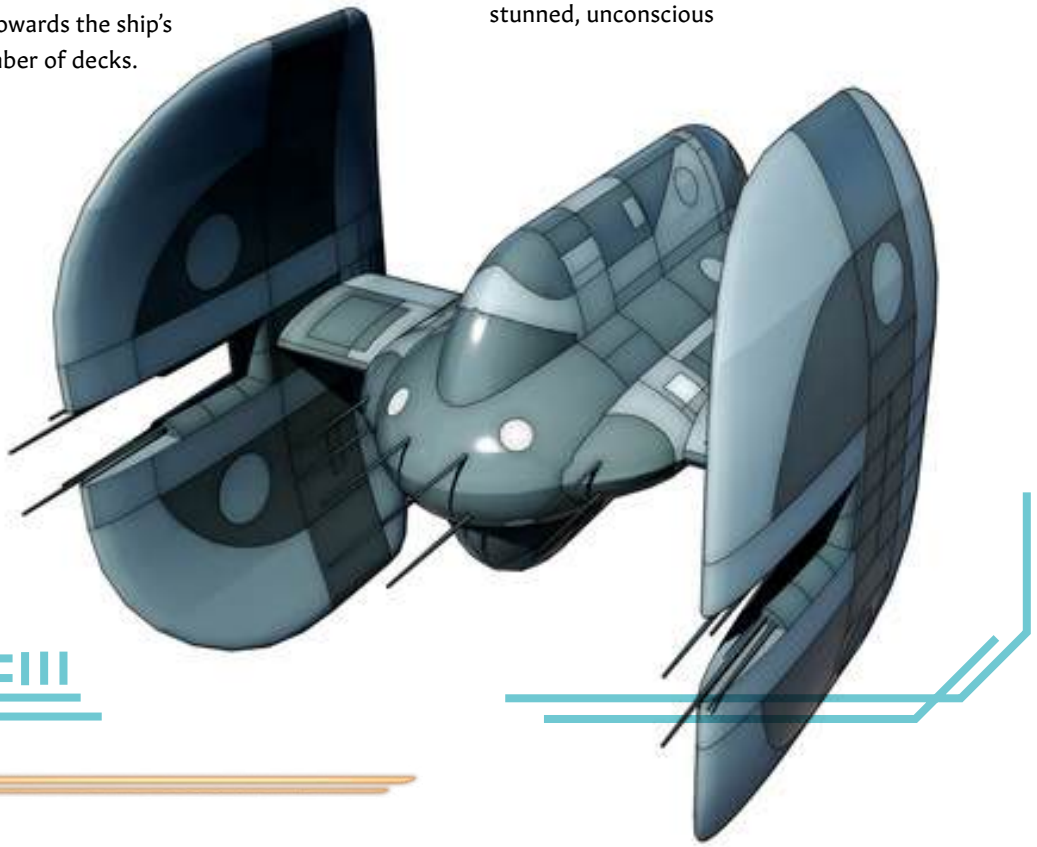
AC 15; **SHIELDS** 65% (260); **RECHARGE** medium (5); **HACKING DC** 14

SAVING THROWS Strength, Constitution

DAMAGE RESISTANCES —

DAMAGE IMMUNITIES poison and psychic damage

CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious



PROPULSION

Impulse Speed Fast (8)

FTL Speed 8

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Leisure Deck (1), Medical Bay (1)

Systems Advanced AI

Starfighters/Shuttles 2

WEAPON MOUNTS

› ***2x medium plasma cannon.*** *Ranged Weapon Attack*: 2f, medium range, assault. *Hit*: 21 (6d6) fire damage.

SPECIAL PROPERTIES

Advanced AI. When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 200 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).

Rover Class Scout

The ship which replaced the venerable *Seeker* class, the *Rover* is smaller, faster, and more resilient. While it is not as heavily armed as its predecessor, it does boast powerful shield generators and more comfortable crew accommodations, plus the ability to land on the surface of planets.

ROVER CLASS SCOUT

GRADE 1 VOIDSKIFF (3,700 CR)

Crew 2/4; **Passengers** 0; **Prestige Bonus** +0

Size 214 ft; **Supply** 30 (1/day); **Cargo** 100 tons

Officers Available Engineer, Medic, Navigator, Security Officer, Counselor, Special Operations Officer

Gear Available Clothing, Containers, General Gear

DEFENSES

HP 200

AC 16; **Shields** 45% (90); **Recharge** medium (5); **Hacking DC** 12

Saving Throws Dexterity, Constitution

Damage Resistances —

Damage Immunities poison and psychic damage

Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)

FTL Speed 6

STR	DEX	CON	WIS
30 (+10)	15 (+2)	30 (+10)	10 (+0)

DECKS & SYSTEMS

DECKS Bridge (1), Cargo Hold (1), Engineering (1), Medical Bay (1)

SYSTEMS —

STARFIGHTERS/SHUTTLES —

WEAPON MOUNTS

› ***1x light projectile cannon.*** Ranged Weapon Attack: 1f, short range, assault. Hit: 14 (4d6) piercing damage.

SPECIAL PROPERTIES

Fly Casual. Voidrunners are notorious for evading capture and detection. Whenever a ship of this grade makes a Stealth check to Hide or a Deception check to mask signatures, it gains an expertise die.

Lander. This ship is capable of landing on a planetary surface.

Scipio Class Frigate

This troop transport has been used by marines for decades as a fast-response insertion vessel. The ship can carry a complement of 64 marines, and four *Rook*-class dropships. It's heavily-armed, with railguns, pulse lasers, and a nuclear warhead which gives it orbital bombardment capability. At nearly 400 meters in length, it does not have any atmospheric capability.

The *Scipio* is an older design, but is kept in service with various upgrades. It has a long range, but at under FTL-3 the crew and troop complement need to use cryogenic pods for the journey. Many *Scipios* remain in use today, with replacement engines.

SCIPIO CLASS FRIGATE

GRADE 4 WARSHIP (70,000 CR)

CREW 16/250; **PASSENGERS** 64; **PRESTIGE BONUS** +1

SIZE 721 ft; **SUPPLY** 240 (8/day); **CARGO** 400 tons

OFFICERS AVAILABLE Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer

GEAR AVAILABLE Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 1,100

AC 17 (armored); **SHIELDS** 0; **RECHARGE** none; **HACKING DC** 20

SAVING THROWS Strength, Dexterity

DAMAGE RESISTANCES —

DAMAGE IMMUNITIES poison and psychic damage

CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)

FTL SPEED 3

STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)

DECKS & SYSTEMS

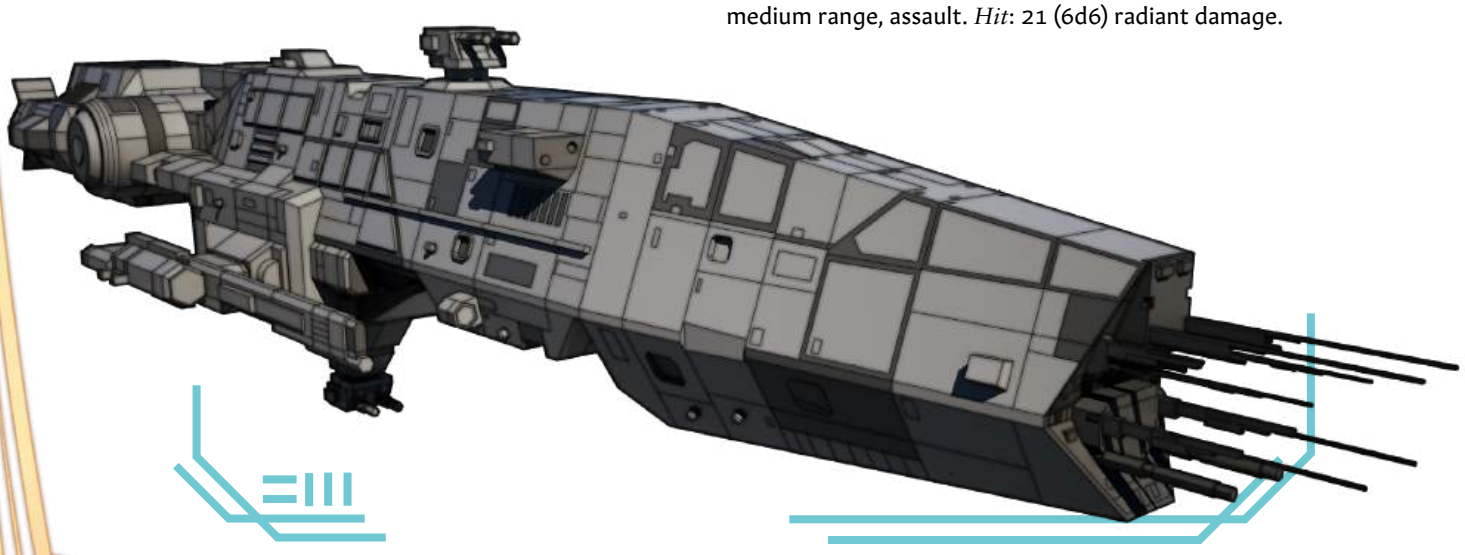
DECKS Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (2) Passenger Deck (4)

SYSTEMS Armored, Escape Pods, Reinforced Networks

STARFIGHTERS/SHUTTLES 4

WEAPON MOUNTS

› ***2x medium laser cannon.*** *Ranged Weapon Attack*: medium range, assault. *Hit*: 21 (6d6) radiant damage.



- ***1x medium shock superweapon.*** *Ranged Weapon Attack*: long range, countdown (medium), imprecise. *Hit*: 210 (20d20) lightning damage.
- ***2x medium projectile weapon battery.*** *Ranged Weapon Attack*: medium range, simple. *Hit*: 35 (10d6) piercing damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Seeker Class Scout

These older scout ships are no longer used by the navy; however, many of them have found their way into civilian service over the years. In a way, the *Seeker*-class is the iconic vessel of the freelancer—a mid-cost, mid-sized ship with good cargo space, an illustrious pedigree, and armaments capable of dealing with most pirates and raiders.

These ships are usually heavily customized by their owners. The last *Seeker* to roll of the shipyards was nearly 20 years ago, so it is not possible to buy a new version of this ship. It isn't hard to find a 30-year old used *Seeker* going cheap.

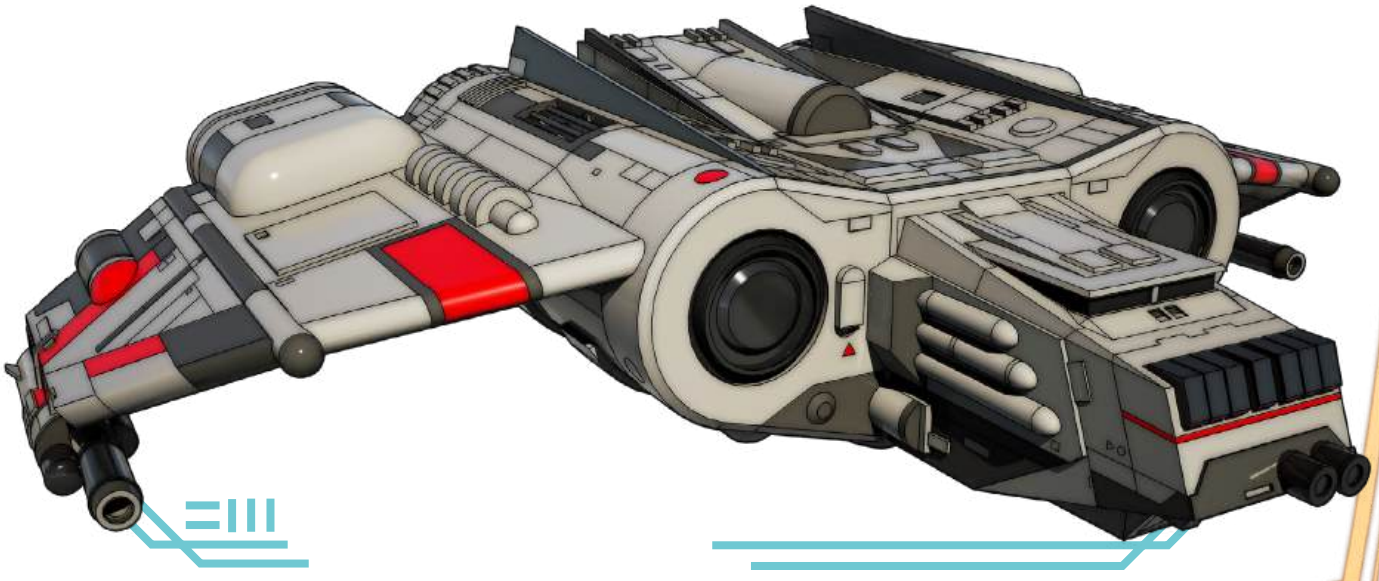
SEEKER CLASS SCOUT

GRADE 2 VOIDSKIFF (12,000 CR)

Crew 4/40; **Passengers** 0; **Prestige Bonus** +0
Size 200-400 ft (a football field); **Supply** 60 (2/day); **Cargo** 200 tons
Officers Available Engineer, Medic, Navigator, Security Officer, Counselor, Special Operations Officer
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 400
AC 15; **Shields** 20% (40); **Recharge** medium (5); **Hacking DC** 14
Saving Throws Dexterity, Constitution



DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)
FTL SPEED 4

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

DECKS Bridge (1), Cargo Hold (1), Engineering (1), Leisure Deck (1), Medical Bay (1), Science Bay (1)
SYSTEMS —
STARFIGHTERS/SHUTTLES —

WEAPON MOUNTS

- ***1x dual plasma torpedo salvo.*** *Ranged Weapon Attack*: 1f, medium range, ammunition (2), salvo. *Hit*: 110 (10d10) fire damage.
- ***2x light plasma weapon battery.*** *Ranged Weapon Attack*: 2f, short range, simple. *Hit*: 18 (5d6) fire damage.

SPECIAL PROPERTIES

Fly Casual. Voidrunners are notorious for evading capture and detection. Whenever a ship of this grade makes a Stealth check to Hide or a Deception check to mask signatures, it gains an expertise die.
Fast. This ship gains +1 to its FTL Speed.

Slamothma "Slab" Class Freighter

Known colloquially as the "*Slab*", the *Slamothma* is able to transport over 4000 tons of cargo; used as a long-distance hauler, this ship isn't very fast, but it is reliable over long distances

Four *Rombdah*-class shuttles sit on the hangar deck.

SLAMOTHMA "SLAB" CLASS FREIGHTER

GRADE 4 CARGO SHIP (46,400 CR)

CREW 16/250; **PASSENGERS** 16; **PRESTIGE BONUS** +1
SIZE 941 ft; **SUPPLY** 480 (8/day); **CARGO** 4,800 tons
OFFICERS AVAILABLE Engineer, Navigator, Security Officer
GEAR AVAILABLE Clothing, Containers, General Gear

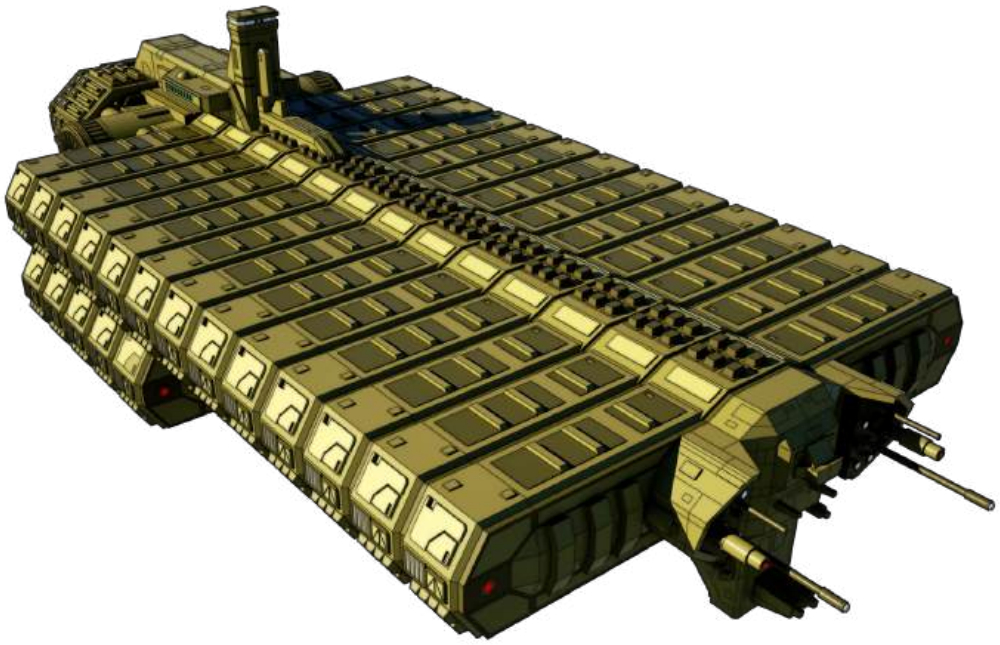
DEFENSES

HP 1,000
AC 17 (armored); **SHIELDS** 35% (350); **RECHARGE** slow (6); **HACKING DC** 18
SAVING THROWS Strength, Constitution
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Slow (4)
FTL SPEED 3

STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)



DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (6), Engineering (1), Hangar (1), Medical Bay (1), Passenger Deck (1)
Systems Armored, Tractor Beam
Starfighters/Shuttles 4

WEAPON MOUNTS

› ***4x medium plasma weapon battery.*** *Ranged Weapon Attack*: medium range, simple. *Hit*: 35 (10d6) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Containers, General Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates 400 credits.

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled (included).

Empty Space. A cargo vessel is largely composed of cargo decks, meaning that damage to the ship is often non-critical. This ship does not suffer a critical malfunction when it takes 25% of its total hit points in one attack.

Smatakkata Class Ram Ship

This bulky vessel is configured for ship-to-ship impact, able to deliver a devastating blow by ramming its targets. The *Smatakkata* is also heavily armed with enormous long-range turbolasers.

If that wasn't enough, the four *Rombdah*-class shuttles are able to quickly transport shock units of 80 heavily armed warriors.

SMATAKKATA CLASS RAM SHIP

GRADE 4 WARSHIP (69,400 CR)

Crew 16/250; **Passengers** 80; **Prestige Bonus** +1
Size 908 ft; **Supply** 240 (8/day); **Cargo** 400 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 1,100
AC 17 (armored); **Shields** 35% (385); **Recharge** slow (6); **Hacking DC** 18
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Average (6)
FTL Speed 6

STR	DEX	CON	WIS
42 (+16)	12 (+1)	42 (+16)	12 (+1)

DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Weapon Deck (2) Passenger Deck (5)
Systems Armored, Ramming, Tractor Beam
Starfighters/Shuttles 4

WEAPON MOUNTS

› ***4x heavy plasma weapon battery.*** *Ranged Weapon Attack*: 1f/1p/1s/1a, medium range, simple. *Hit*: 53 (15d6) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Ramming. The ship's nose is heavily reinforced, allowing it to ram other vessels. This ship only takes half damage when it rams.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 4,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Battle-hardened. This ship gains an additional +10% hit points (included).

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

Solar Class Carrier

The *Solar*-class carrier is an older vessel, but still a formidable beast. The ship carries a complement of 120 *Razorback*-class fighters in two large fighter bays, and mounts a pair of plasma warhead launchers capable of extremely long-range bombardment.

The TAC-COM maintains constant communication with the fighter complement, and is able to direct large battles with ease. While cumbersome and large, and making for an easy target, the *Solar*-class has plenty of superstructure which enables it to withstand sustained attack. Still, the vessel is vulnerable and typically relies on an escort of support ships for protection.

In addition to the fighter wings, the *Solar* boasts a battle command center, making it a powerful nucleus for a battle group.

SOLAR CLASS CARRIER

GRADE 6 CARRIER (490,000 CR)

CREW 64/1,000; **PASSENGERS** 0; **PRESTIGE BONUS** +3
SIZE 1,651 ft; **SUPPLY** 960 (32/day); **CARGO** 1,200 tons
OFFICERS AVAILABLE Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
GEAR AVAILABLE Clothing, Containers, General Gear, Security Gear

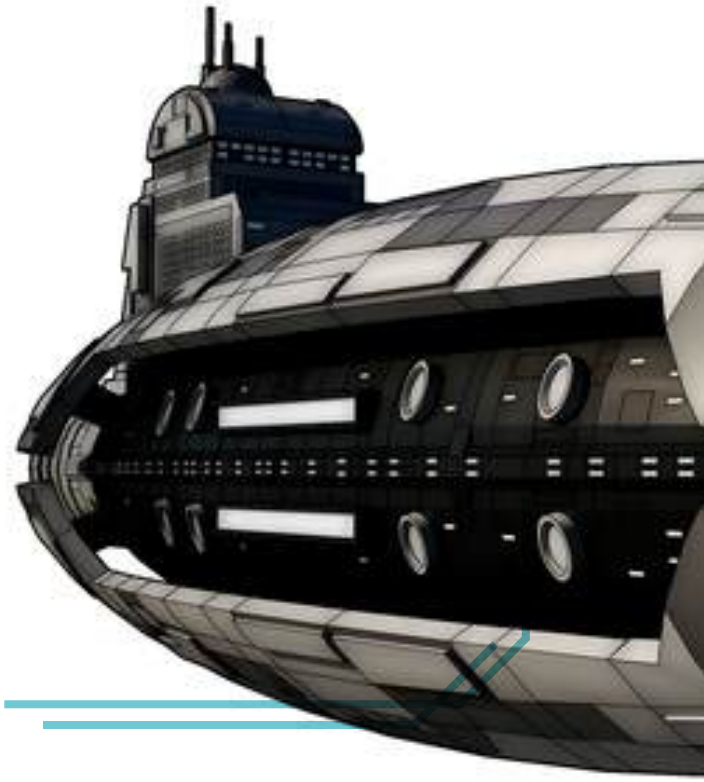
DEFENSES

HP 2,000
AC 17 (armored); **SHIELDS** 0; **RECHARGE** none; **HACKING DC** 24
SAVING THROWS Strength, Constitution
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)
FTL SPEED 4

STR	DEX	CON	WIS
50 (+20)	8 (-1)	50 (+20)	14 (+2)



DECKS & SYSTEMS

Decks Bridge (1), Cargo Hold (2), Engineering (1), Hangar (2), Leisure Deck (1), Medical Bay (1), Operations Center (2), Weapon Deck (2)

Systems Armored, Escape Pods, Reinforced Networks

Starfighters/Shuttles 120

WEAPON MOUNTS

› ***2x medium plasma superweapon.*** *Ranged Weapon Attack*: 1p/1s, long range, countdown (medium), imprecise. *Hit*: 210 (20d20) fire damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 6,000 cr from the Clothing, Containers, General Gear, Security Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Carrier Decks. Each hangar deck can each store and dock a number of starfighters equal to the ship grade multiplied by 10 instead of by 2 as normal (included).

Scramble. As a hangar deck action, the ship can launch all starfighters from a single hangar deck for a cost of 3 power points. Only one Scramble action can be taken each round.

Repair Bays. Carriers are well equipped to perform quick repairs on starfighters. The power point cost to perform the quick patch system maneuver is reduced by 1.

Recall All Fighters. As a hangar deck action, the ship can recall all allied starfighters for a cost of 3 power points. All friendly starfighters in the carrier's combat zones are automatically docked.

Coordinated Strikes. Advanced carriers excel at coordinated strikes. Starfighters launched from this ship gain an expertise die on attack rolls while in the same sector as the carrier.

Star Searcher Class Research Ship

The *Star Searcher*-class is designed specifically for scientific research. Comfortable and wellappointed, *Star Searchers* boast some of the most advanced technology on offer, including transporter pads, and four state-of-the art laboratories.

Star Searchers are fast starships, with a top speed of FTL-11. These ships bear low-yield shields, more suited to navigational phenomena than battle, and are completely unarmed.

On the hangar deck can be found three *Skylark*-class shuttles.

STAR SEARCHER CLASS RESEARCH SHIP

GRADE 3 SCIENCE VESSEL (21,450 CR)

CREW 8/8 (advanced AI); **PASSENGERS** 0; **PRESTIGE BONUS** +0

SIZE 531 ft; **SUPPLY** 120 (4/day); **CARGO** 0 tons

OFFICERS AVAILABLE Engineer, Medic, Navigator, Scientist

GEAR AVAILABLE Clothing, Containers, General Gear, Scientific Gear, Survival Gear

DEFENSES

HP 600

AC 14; **SHIELDS** 15% (90); **RECHARGE** fast (4); **HACKING DC** 18

SAVING THROWS Dexterity, Wisdom

DAMAGE RESISTANCES —

DAMAGE IMMUNITIES poison and psychic damage

CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Average (6)

FTL SPEED 11

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

DECKS Bridge (1), Engineering (1), Hangar (1), Medical Bay (1), Science Bay (4)

SYSTEMS Advanced AI, Tractor Beam, Reinforced Networks

STARFIGHTERS/SHUTTLES 3

SPECIAL PROPERTIES

Advanced AI. When not being actively piloted, this ship can autonomously attempt ability checks and Dexterity saving throws that would normally be made by a pilot. The ship's bonus to these checks is equal to its grade. Additionally, the ship's recommended crew is equal to its minimum crew.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

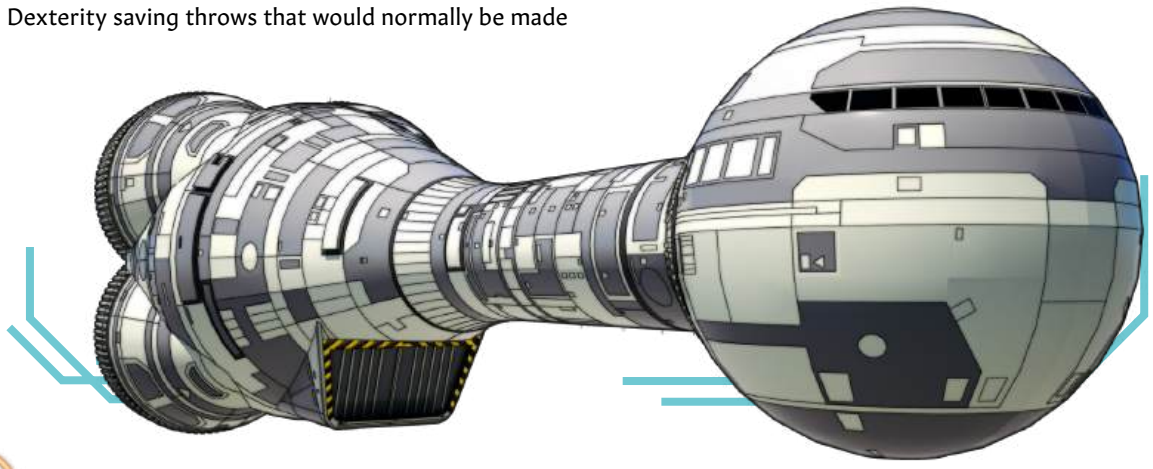
Advanced Sensors. Ability checks made using the science bay gain an expertise die on ships of this grade.

Advanced Equipment. The DC of system actions made using the science bay is increased by 2 on ships of this grade.

Powered Labs. Science vessels have extra power devoted to scientific apparatus. The power point cost of any system actions made for science lab deck from ships of this grade cost 1 less power point to perform (minimum 1 power point).

Sulacco Class Troop Transport

The aging *Sulacco* is a widely manufactured troop transport. Well-armed, it can transport up to 120 marines with a skeleton crew of just 8 to operate the vessel. The older version with its relatively slow Newdyne Concepts antimatter engines is only suited to local transport, but a faster model is being introduced with the aim of longer-range, rapid troop insertion into volatile situations.



SULACCO CLASS TROOP TRANSPORT

GRADE 3 PASSENGER SHIP (27,000 CR)

Crew 8/-; **Passengers** 124; **Prestige Bonus** +0
Size 705 ft; **Supply** 120 (4/day); **Cargo** 300 tons
Officers Available Medic, Comms Officer, Navigator, Counselor
Gear Available Clothing, Containers, General Gear

DEFENSES

HP 600
AC 17 (armored); **Shields** 0; **Recharge** none; **Hacking DC** 16
Saving Throws Constitution
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Slow (4)
FTL Speed 4

STR	DEX	CON	WIS
38 (+14)	13 (+1.5)	38 (+14)	12 (+1)

DECKS & SYSTEMS

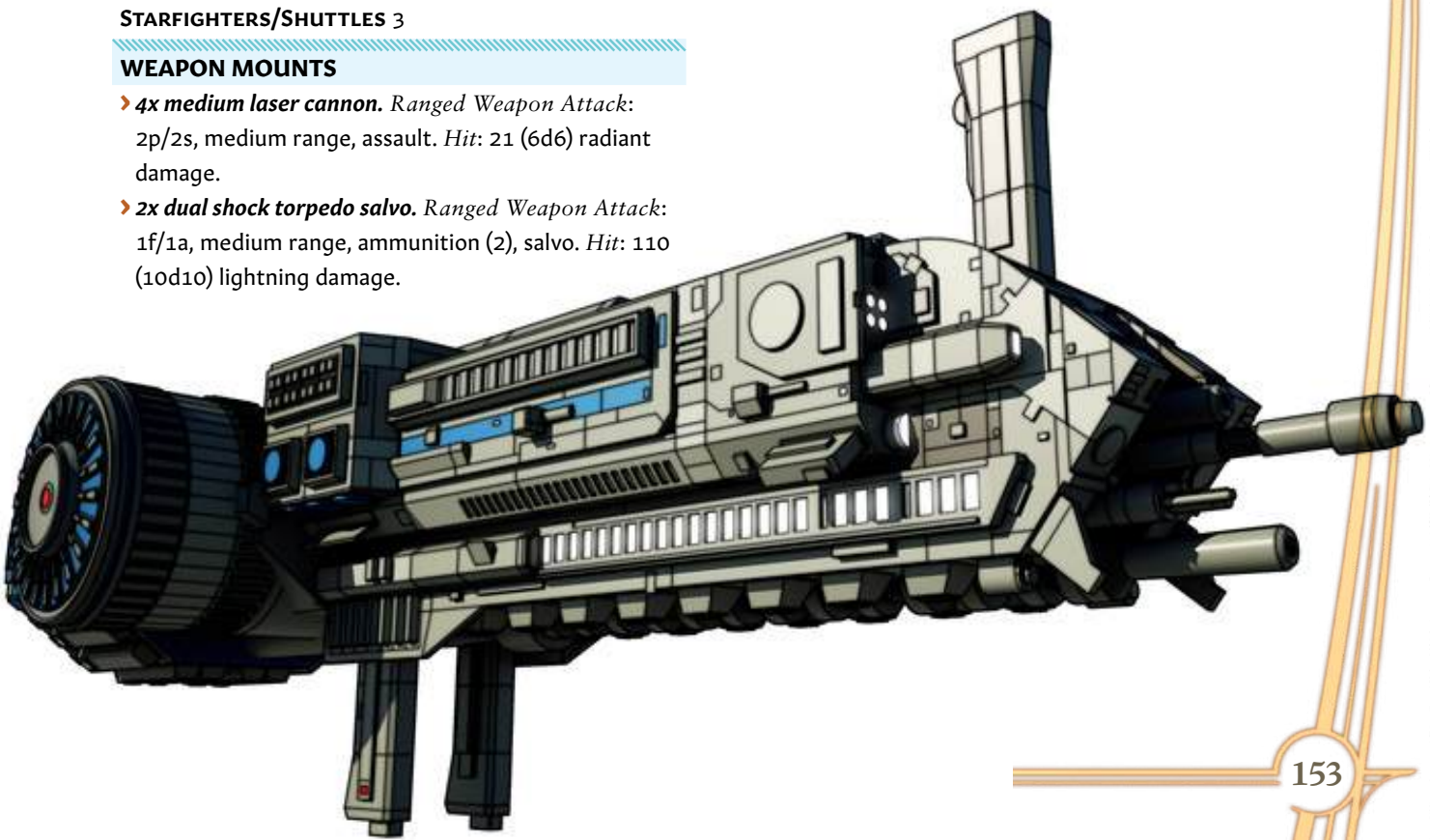
Decks Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1), Passenger Deck (3)
Systems Armored, Escape Pods, Tractor Beam,
Starfighters/Shuttles 3

WEAPON MOUNTS

- ***4x medium laser cannon.*** *Ranged Weapon Attack*: 2p/2s, medium range, assault. *Hit*: 21 (6d6) radiant damage.
- ***2x dual shock torpedo salvo.*** *Ranged Weapon Attack*: 1f/1a, medium range, ammunition (2), salvo. *Hit*: 110 (10d10) lightning damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).
Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.
Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Earnings. This ship earns money by transporting passengers. For every week of travel, the ship earns 1 cr per passenger.
Passenger Decks. The passenger capacity on this vessel is doubled.
Amenities. Passenger ships host a wide variety of amenities for their passengers. For every passenger deck, this ship also has an additional leisure deck at no extra cost. These additional leisure decks do not count towards the ship's maximum number of decks.
Skeleton Crew. This ship can be operated normally with its minimum crew number.



S'vaktu Ru Class Scout

This well-armed scout vessel is more than equipped to deal with potential threats. Fast at SUB-L speeds, cloaked, and boasting both projectile cannons and ion torpedoes, this 70,000-ton ship is clearly a warship rather than an exploratory craft.

The *S'vaktu* also carries a pair of *Shashta*-class assault craft.

S'VAKTU RU CLASS SCOUT

GRADE 2 INFILTRATOR (11,400 CR)

CREW 4/40; **PASSENGERS** 0; **PRESTIGE BONUS** +0
SIZE 201 ft; **SUPPLY** 60 (2/day); **CARGO** 200 tons
OFFICERS AVAILABLE Engineer, Comms Officer, Navigator, Security Officer, Special Operations Officer, Tactical Officer
GEAR AVAILABLE Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 400
AC 15; **SHIELDS** 30% (120); **RECHARGE** medium (5); **HACKING DC** 16
SAVING THROWS Dexterity
DAMAGE RESISTANCES —
DAMAGE IMMUNITIES poison and psychic damage
CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Fast (8)
FTL SPEED 5

STR	DEX	CON	WIS
34 (+12)	14 (+2)	34 (+12)	12 (+1)

DECKS & SYSTEMS

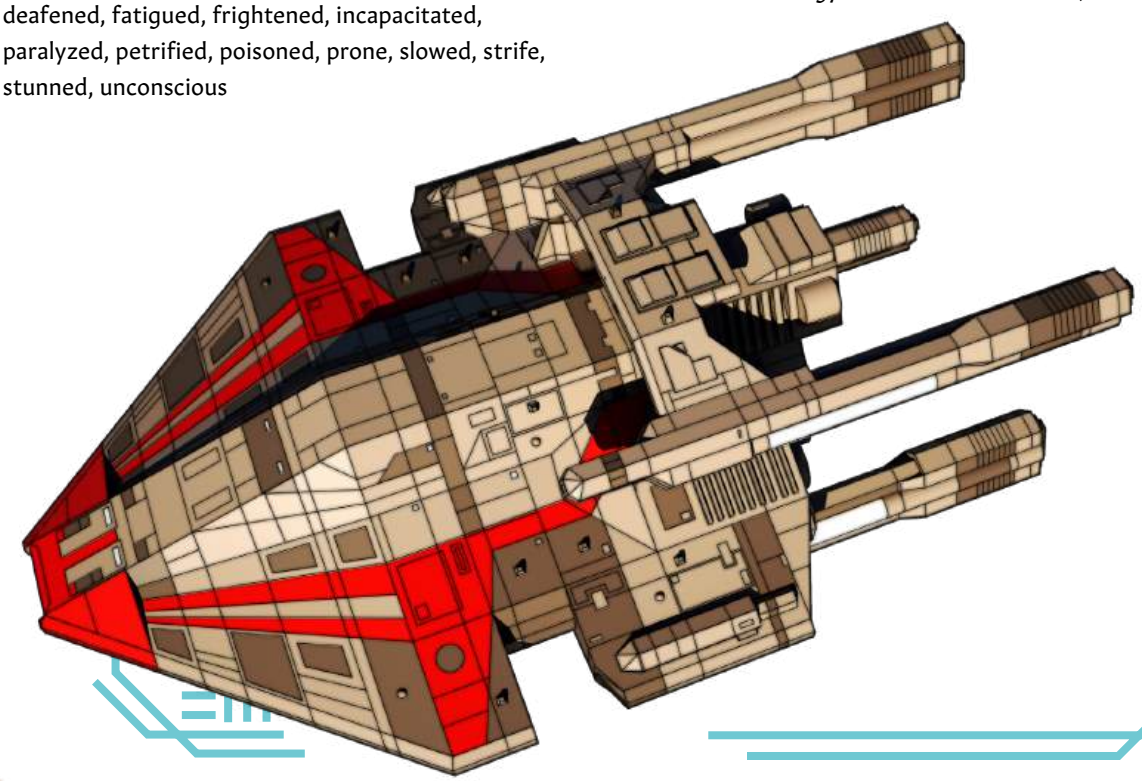
DECKS Bridge (1), Cargo Hold (1), Engineering (1), Hangar (1), Medical Bay (1),
SYSTEMS Tractor Beam, Cloaking Device, Reinforced Networks
STARFIGHTERS/SHUTTLES 2

WEAPON MOUNTS

- ***2x medium projectile cannon.*** *Ranged Weapon Attack*: 2f, medium range, assault. *Hit*: 21 (6d6) piercing damage.
- ***1x single ion torpedo launcher.*** *Ranged Weapon Attack*: 1f, medium range, ammunition (1), salvo. *Hit*: 55 (5d20) force damage.

SPECIAL PROPERTIES

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.
Cloaking Device. When this device is activated, the ship becomes invisible. Activating or deactivating a cloaking device is a bridge deck action. Cloaking devices are energy intensive. While active, the vessel



uses its daily Supply requirement every hour, the ship's shields become inactive, and it cannot fire weapons.

Reinforced Networks. The ship's computer system and networks are protected against electronic attacks. This ship's hacking DC increases by +2 (included).

Run Silent, Run Deep. When an infiltrator flies stealthily, its speed is not reduced.

Stealthy Design. Infiltration ships blend easily into the void. Any Stealth checks made by this ship have advantage.

T'loth "Little Thorn" Class Corvette

This fighting vessel is often deployed in groups to protect larger warships. Three forward-pointing railguns and a deflector shield gives it a nasty bite. A crew of four mans the *T'loth*, sharing a tiny dormitory and a one-man medical closet.

T'LOTH "LITTLE THORN" CLASS CORVETTE

GRADE 1 WARSHIP (6,250 CR)

Crew 2/4; **Passengers** 0; **Prestige Bonus** +0
Size 213 ft; **Supply** 30 (1/day); **Cargo** 0 tons
Officers Available Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available Clothing, Containers, General Gear, Security Gear

DEFENSES

HP 200
AC 16; **Shields** 25% (50); **Recharge** medium (5); **Hacking DC** 12
Saving Throws Strength, Dexterity
Damage Resistances —
Damage Immunities poison and psychic damage
Condition Immunities blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

Impulse Speed Fast (8)
FTL Speed 4

STR	DEX	CON	WIS
30 (+10)	15 (+2.5)	30 (+10)	10 (+0)

DECKS & SYSTEMS

Decks Bridge (1), Engineering (1), Medical Bay (1)
Systems —
Starfighters/Shuttles —

WEAPON MOUNTS

› ***3x light projectile weapon battery.*** *Ranged Weapon Attack*: 3f, short range, simple. *Hit*: 18 (5d6) piercing damage.

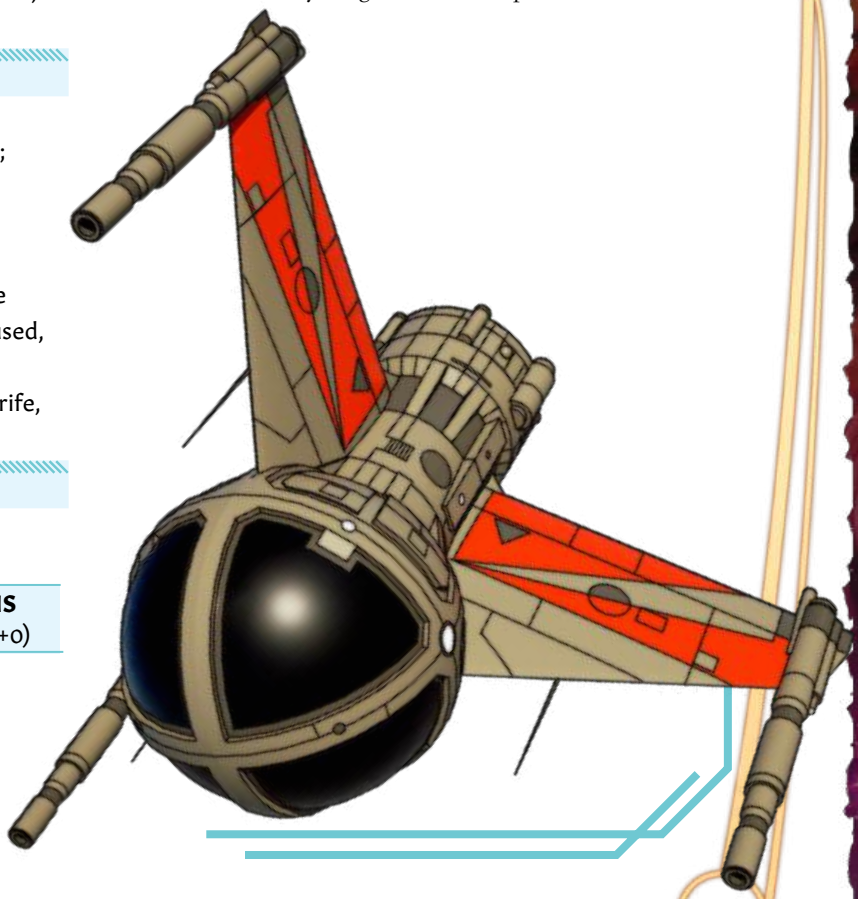
SPECIAL PROPERTIES

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

Trailblazer Class Heavy Breaker

Trailblazers are colossal mile-long ships which bully their way through space and open up secure and safe routes for trade and travel between worlds. They're icebreakers, messengers, freighters, and explorers all rolled into one.

The TBH (*Trailblazer Heavy*) vessels are over a hundred years old and were designed to cut routes through the nightmarish hazards that fill space. Initially floating cities with crews of over a thousand, they've been retrofitted to the point where a crew of 250 can now handle everything needed to keep the vessel



operational and performing it's two jobs: clearing a path through the vast amount of debris and hazards between systems, and defining shipping lanes by deploying buoys.

TBH crews are lifers, men and women either born into the work or who've found their way there and never left. No one knows their huge, quiet, labyrinthine vessels better than they do. Crew members regularly go into business for themselves, smuggling contraband, freight and even people aboard their vessels. This is criminal but the crews have a strict code of honor that forbids them from smuggling drugs or human trafficking.

TRAILBLAZER CLASS HEAVY BREAKER

GRADE 8 MINING SHIP (7,622,500 CR)

CREW 256/-; **PASSENGERS** 512; **PRESTIGE BONUS** +5

SIZE 4,920 ft; **SUPPLY** 3480 (128/day); **CARGO** 8,000 tons

OFFICERS AVAILABLE Engineer, Navigator, Security Officer

GEAR AVAILABLE Clothing, Containers, General Gear, Survival Gear

DEFENSES

HP 5,000

AC 18 (armored); **SHIELDS** 25% (1250); **RECHARGE** medium (5); **HACKING DC** 26

SAVING THROWS Strength, Constitution

DAMAGE RESISTANCES all damage types

DAMAGE IMMUNITIES poison and psychic damage

CONDITION IMMUNITIES blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, unconscious

PROPULSION

IMPULSE SPEED Slow (4)

FTL SPEED 8

STR	DEX	CON	WIS
58 (+24)	DEX 4 (-3)	58 (+24)	16 (+3)

DECKS & SYSTEMS

DECKS Bridge (1), Cargo Hold (10), Engineering (2), Hangar (1), Leisure Deck (2), Medical Bay (1), Mining Haul (6), Science Bay (1), Passenger Deck (2)

SYSTEMS Armored, Escape Pods, Tractor Beam

STARFIGHTERS/SHUTTLES 8

WEAPON MOUNTS

› ***10x medium projectile point defense.*** *Ranged Weapon Attack*: 5p/5s, short range, automated (starfighters). *Hit*: 21 (6d6) piercing damage.

› ***25x medium projectile cannon.*** *Ranged Weapon Attack*: 5f/10p/10s, medium range, assault. *Hit*: 21 (6d6) piercing damage.

SPECIAL PROPERTIES

Armored. This ship's AC increases by an amount equal to its grade (included).

Escape Pods. This ship has enough escape pods to support a number of creatures equal to twice its minimum crew. Each escape pod can hold up to 8 passengers, with life support for 48 hours.

Tractor Beam. Tractor beams can target ships two or more grades smaller than the attacker. The target makes a Strength saving throw or becomes restrained.

Well-equipped. Once per region, Voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 8,000 cr

from the Clothing, Containers, General Gear, Survival Gear equipment categories. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Mining Gear. Mining vessels are quite adept at their namesake trade. Any creature crewing a ship of this grade gains an expertise die on the Mine journey activity.

Earnings. This vessel earns money constantly. Each week the ship earns 320 credits.

Redundant Systems. Mining vessels of this grade are tested rigorously, battered constantly, and filled with system redundancies to ensure the ship keeps mining. The first time a ship of this grade would suffer a critical malfunction it doesn't suffer it instead. Once a ship ignores a critical malfunction in this way it can't do so again for the next 24 hours.

Raw Material. Mining vessels of this size can process extremely large volumes of raw material, cutting swathes through entire asteroid belts. Any creature crewing this ship has advantage on the Mine journey activity.

Heavy Chassis. The largest mining vessels are armored to a point that they can plow through most obstacles unharmed. Ships of this grade are immune to the effects of debris and have resistance to damage taken from collisions.

Skeleton Crew. This ship can operate normally using its minimum crew requirement.

Starfighters & Shuttlecraft

Alongside the large capital ships fly the many shuttles, fighters, and assault craft which defend or service the cruisers and battleships.

Vessel	Crew	Speed	HP	AC	Saving Throw	Price
Bossman	3	Slow	180	10 + Dex	Constitution	750 cr
D'hanga	1	Average	130	12 + Dex	Dexterity	1,200 cr
Razorback	1	Average	100	12 + Dex	Dexterity	1,000 cr
Rombdah	2	Slow	200	10 + Dex	Constitution	650 cr
Rook	2	Slow	130	10 + Dex	Constitution	650 cr
Shashta	2	Slow	150	10 + Dex	Constitution	900 cr
Skylark	1	Average	120	12 + Dex	Dexterity	750 cr
Vak	1	Fast	90	14 + Dex	Dexterity	1,100 cr
Vosh Kalush	2	Slow	120	10 + Dex	Constitution	1,000 cr

Bossman Class Cargo Shuttle

The *Bossman* quickly became one of the most popular cargo shuttles in the galaxy, partly because they reliably last decades, and are used by the military, civilians, and commercial outfits alike.

Fairly large as shuttles go, these cargo vehicles have space for over 15 tons of cargo. The shuttle requires a crew of three. Like many shuttles, the standard issue *Bossman* does not have FTL capability, and has a pair of mid-speed turbo fusion engines.

The *Bossman* is extremely bare-bones, with no concession for luxury or comfort. The majority of the vessel is dedicated to cargo space, with no seating for passengers.

D'hanga "Vulture" Class Bomber

This one-man bomber is armed with *F'zah* cluster bombs. The *D'hanga* is rightly feared by naval forces, who have lost more than one capital ship to squadrons of these dangerous fighters.

D'hangas are often found on Ka'Jor-class carriers, and *Ma'ska*-class light carriers.

Light assault cannon. *Ranged Weapon Attack:* 1f, short range, assault. *Hit:* 14 (4d6) piercing damage.

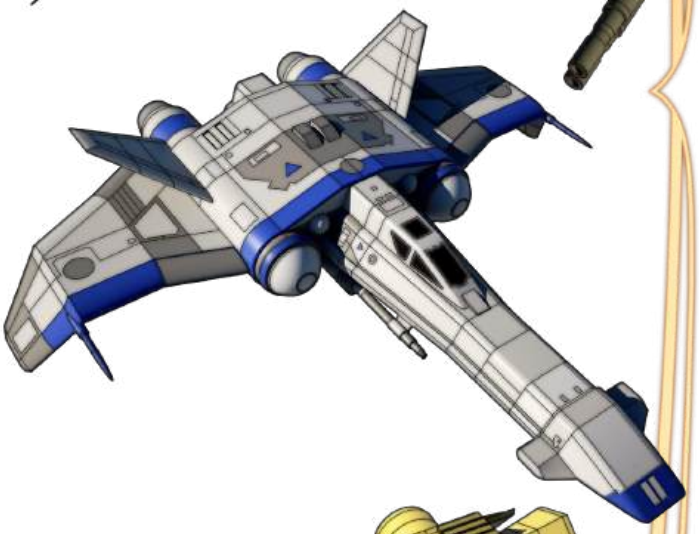
2x single torpedo launcher. *Ranged Weapon Attack:* 1f, medium range, ammunition (1), salvo. *Hit:* 55 (5d20) force damage. This weapon can only be used against capital ships or ground targets. Both torpedoes can be launched with one attack action.

Razorback Class Starfighter

The standard fighter, the *Razorback* is a swift one-man craft armed with two plasma canons and a proton torpedo launcher.

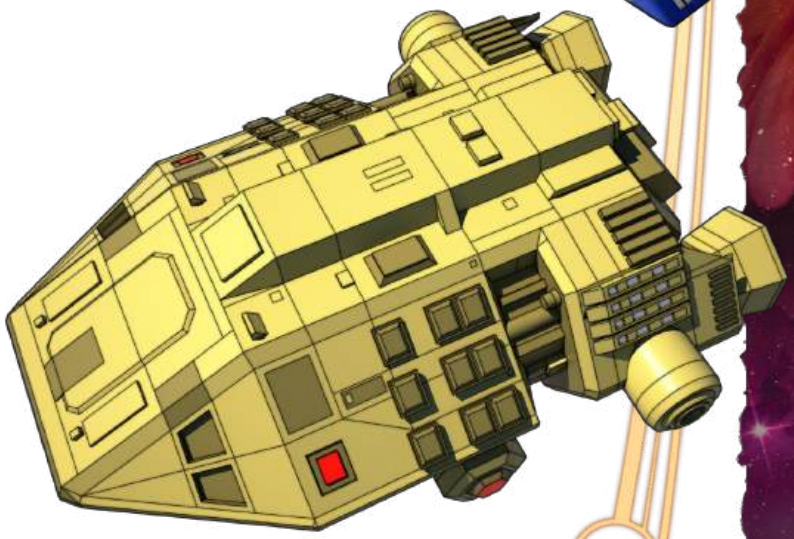
Dual plasma cannon. *Ranged Weapon Attack:* 1f, short range, assault. *Hit:* 14 (4d6) fire damage.

Single torpedo launcher. *Ranged Weapon Attack:* 1f, medium range, ammunition (1), salvo. *Hit:* 55 (5d20) force damage.



Rombdah Class Shuttle

This sturdy shuttle looks more like a brick than a vehicle designed for flight. The shuttle is large, with cargo space for over 30 tons.

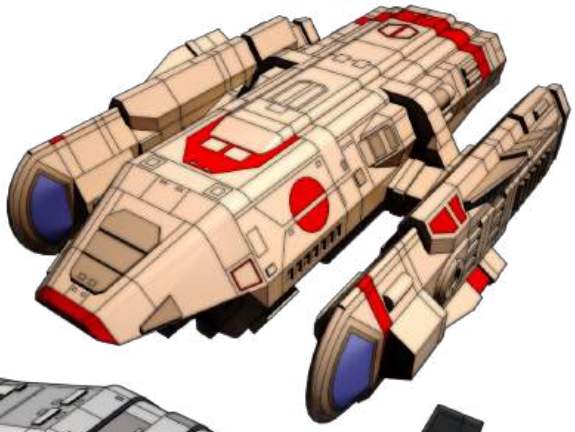


Rook Class Dropship

Used to transport troops or equipment to the ground, this dropship is piloted by a crew of three, with space for ten marines. The *Rook*-class can get from orbit to the ground in under three minutes.

Shashta "Harbinger" Class Assault Craft

The *Shashta* is a boarding shuttle, with space for 10 soldiers and four powerful ion engines which enable it to close with its target quickly.



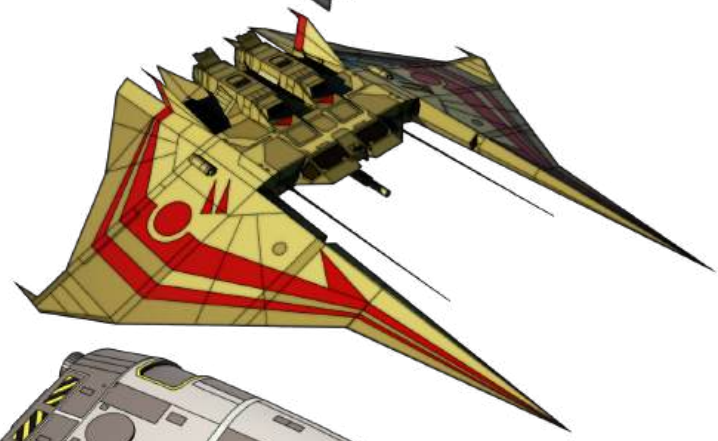
Skylark Class Shuttle

A standard sublight shuttle with space for six passengers, one pilot, and nearly 8 tons of cargo, the *Skylark* is a popular workhorse and can be found in the shuttle-bays of many a capital ship.

Vak "Raven" Class Starfighter

The *Vak*, or *Raven*'s sharp, ominous lines and dual railguns make it rightly feared.

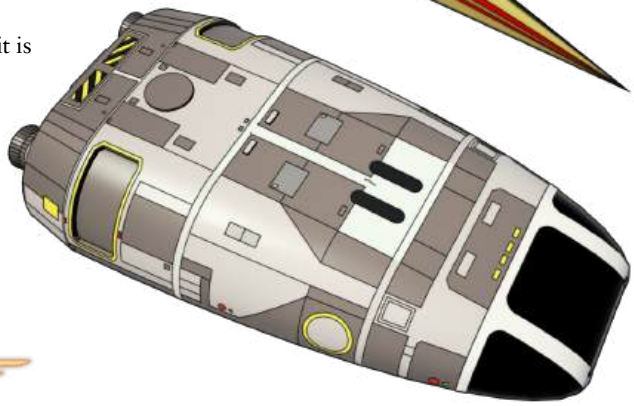
Dual railguns. *Ranged Weapon Attack:* 1f, short range, assault. *Hit:* 14 (4d6) piercing damage.



Vosh Kalush Class Shuttle

The *Vosh Kalush*-class shuttle carries four passengers, and two pilots. The shuttle is lightly armed with a forward-facing starlance, and is powered by a small micro ion engine. This shuttle is not built for speed—it is best described as "slow and graceful"

Light starlance. *Ranged Weapon Attack*: 1f, short range, assault. *Hit*: 14 (4d6) radiant damage.



APPENDIX 01

Starship Construction Manual

This manual is designed for starship engineers who wish to design their own vessels from scratch. By following the process outlined below, you can build capital ships from small freighters to imposing battleships.

1. Choose ship grade.
2. Choose ship type.
3. Determine impulse and FTL propulsion.
4. Determine shield strength.
5. Select ship decks.
6. Select additional ship systems.
7. Choose weapons.

Ship Grade

The ship's grade determines the overall size and complexity of the vessel. While there is no theoretical maximum grade, starship grades typically run from 1-8.

Hull Cost. This figure represents the base cost for a ship of this size. It includes the hull, basic propulsion, accommodation, and life-support.

System Cost. The larger the ship, the larger each deck needs to be. The cost of a deck for this vessel is shown here, and is equal to one-fifth the hull cost. This value is also used to determine the cost of the ship's impulse and FTL engines, and any special properties it has.

Max Decks. The vessel is made up of various different decks. The larger the ship, the more decks it can support. This column tells you the maximum number of decks your ship can have.

TABLE: CAPITAL SHIP GRADE

GRADE	HULL COST	SYSTEM COST	MAX DECKS	TYPICAL LENGTH	HIT POINTS	AC	HACKING DC
1	1,000 cr	200 cr	2	100–200 ft (a clock tower)	200	16	12
2	2,000 cr	400 cr	4	200–400 ft (a football field)	400	15	14
3	5,000 cr	1,000 cr	6	400–600 ft (an ocean liner)	600	14	16
4	10,000 cr	2,000 cr	10	600–1,000 ft (the Titanic)	1,000	13	18
5	50,000 cr	10,000 cr	20	1,000–1,500 ft (a skyscraper)	1,500	12	20
6	100,000 cr	20,000 cr	50	1,500–2,000 ft (up to a quarter-mile)	2,000	11	22
7	500,000 cr	100,000 cr	100	2,000–3,000 ft (up to half a mile)	3,000	10	24
8	1,000,000 cr	200,000 cr	200	3,000–5,000 ft (up to a mile)	5,000	10	26
9	2,000,000 cr	400,000 cr	500	5,000-25,000 ft (up to 5 miles	10,000	10	26
10	5,000,000 cr	1,000,000 cr	1,000	25,000-50,000 ft (up to 10 miles,)	20,000	10	36

All ships must have a bridge and an engineering section, which do not count towards their maximum decks.

Typical Length. Starships can vary in shape and size; the typical length serves as a rough guide to the ship's longest dimension. However, technology is infinite in its variety and these values are advisory only.

Crew. This column indicates the recommended and minimum crew values for a ship of this size.

Prestige Bonus. Voidrunners gain a bonus to their Prestige score if they command an impressive starship. This bonus can be granted to a number of voidrunners equal to the ship's grade.

Ship Type

Each type of capital ship bestows different benefits to all of its crew depending on its grade. These benefits are cumulative. For example, a grade 5 exploration craft bestows all of the benefits gained by exploration craft at grades 1 through 5.

Officers Available. Each ship type allows the recruitment of certain officer types (see pages 28-31).

Gear Available. At grade 4, a starship is able to provide equipment of this type as though it were a settlement.

Saving Throws. The ship gains an expertise die when making this type of saving throw. The ship's saving throw bonus is determined by the relevant ability score (Strength, Constitution,

STRENGTH AND CONSTITUTION SCORES	DEXTERITY SCORE	WISDOM SCORE	CREW	PRESTIGE BONUS
30 (+10)	15 (+2)	10 (+0)	2/4	+0
34 (+12)	14 (+2)	10 (+0)	4/40	+0
38 (+14)	13 (+1)	12 (+1)	8/100	+0
42 (+16)	12 (+1)	12 (+1)	16/250	+1
46 (+18)	10 (+0)	14 (+2)	32/500	+2
50 (+20)	8 (-1)	14 (+2)	64/1,000	+3
54 (+22)	6 (-2)	16 (+4)	128 /5,000	+4
58 (+24)	4 (-3)	16 (+4)	256/10,000	+5
62 (+26)	2 (-4)	16 (+4)	500/20,000	+6
66 (+28)	2 (-4)	16 (+4)	1,000/50,000	+7

Dexterity, or Wisdom). Voidrunners are often able to add their ability modifiers to these saving throws also (see page 16).

Bioship

Officers Available: Medic, Comms Officer, Navigator, Counselor, Scientist
Gear Available: Clothing, Containers, General Gear
Saving Throws Constitution, Wisdom

The technology of some civilizations is more organic in nature, either utilizing natural spacefaring organisms or bio-engineering living vessels that can grow and heal unlike pure cold steel. Such vessels form a symbiosis with their crew—particularly whoever pilots the creature—reacting to threats through a naturalized mental connection.

At Grade 1

Natural Healing. Bioships are able to heal as time passes, automatically regaining 10% of their maximum hit points every 24 hours as long as they have 1 or more hit points.

Organic. In addition, a bioship has resistance instead of immunity to the damage types listed under capital ship immunities, and has advantage on saving throws against the listed conditions instead of immunity to them.

At Grade 2

Natural Senses. After some maturing, bioships can react to threats even before the crews are aware of the danger. Creatures crewing a bioship of this grade gain an expertise die on initiative checks due to the ship's forewarning.

At Grade 3

Natural Defenses. Larger bioships develop natural resistances to the harsh environments of space, such as the infernal heat of star or the intense cold of the void. This ship has resistance to fire and cold damage.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Self-Aware. The largest bioships are capable of higher thought and instincts. This ship's minimum crew requirement is reduced to 1 crewmember, and its recommended crew is reduced by half.

Psionic Weakness. As a self-aware being, this bioship is not immune or resistant to psychic damage like other starships.

At Grade 6

Self-repair. It's hard to keep a creature of this size down for long. Ships of this grade automatically repair up to 1 critical malfunction every 24 hours.

At Grade 7

Self-sustenance. With the ability to organically generate fuel from the depths of space, this ship requires no Supply.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Cargo Ship

Officers Available: Engineer, Navigator, Security Officer
Gear Available: Clothing, Containers, General Gear
Saving Throws Strength, Constitution

The sturdy backbone of any respectable spacefaring civilization, what these ships lack in flashiness they more than make up for in dependability, powering through the worst the void has to deliver their cargo on time.

At Grade 1

Earnings. Cargo ships are designed to make money. Every time the ship enters a new Region, unless it is flying stealthily or avoiding contact, the ship generates credits equal to 100 times its grade.

At Grade 2

Large Holds. Cargo holds on this vessel can carry more cargo than normal. The cargo capacity and Supply capacity is doubled.

At Grade 3

Empty Space. A cargo vessel is largely composed of cargo decks, meaning that damage to the ship is often non-critical. This ship does not suffer a critical malfunction when it takes 25% of its total hit points in one attack.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Recreation Space. With cavernous cargo space, a mostly empty ship can provide the crew with enough space for entire sporting events or any

number of leisure activities. At this grade, crew can perform the R&R journey activity even without a leisure deck.

At Grade 6

Greater Earnings. The earnings from this ship's Earnings feature are doubled.

At Grade 7

Cavernous Holds. The cargo holds on this ship are even larger. The vessel's cargo capacity is doubled (stacking with the doubling at grade 2).

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Carrier

Officers Available: Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available: Clothing, Containers, General Gear, Security Gear
Saving Throws Strength, Constitution

Battles are often won by the valiant efforts of starfighter pilots, but even the greatest starfighter can't make a difference if they can't get to the warzone. Carriers function as mobile docks with hangars and communications systems designed to carry, launch, and coordinate swarms of short-range spaceships.

At Grade 1

Carrier Decks. This ship's hangar decks can each store and dock a number of starfighters equal to the ship's grade multiplied by 10 instead of by 2 as normal.

At Grade 2

Scramble. As a hangar deck action, the ship can launch all starfighters from a single hangar deck for a cost of 3 power points. Only one Scramble action can be taken each round.

At Grade 3

Repair Bays. Carriers are well equipped to perform quick repairs on starfighters. The power point cost to perform the quick patch system action is reduced by 1.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Recall All Fighters. As a hangar deck action, the ship can recall all allied starfighters for a cost of 3 power points. All friendly starfighters in the carrier's combat zones are automatically docked.

At Grade 6

Coordinated Strikes. Advanced carriers excel at coordinated strikes. Starfighters launched from this ship gain an expertise die on attack rolls while in the same sector as the carrier.

At Grade 7

Battle Command. Carriers of this size coordinate entire navies. All allied ships within the same sector gain an expertise die on attack rolls, skill checks, and saving throws.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Colony Ship

Officers Available: Engineer, Medic, Comms Officer, Navigator, Scientist, Security Officer, Counselor
Gear Available: Clothing, Containers, General Gear, Medicine, Security Gear, Survival Gear
Saving Throws Constitution

Colony ships carry thousands of people to new worlds with the intention of starting a new settlement. These ships are usually massive, and depending on the speed technology may house cryogenic pods or operate as generation ships.

At Grade 1

Colonists. This vessel can carry a number of colonists equal to five times its recommended crew value (before any crew requirement reductions).

At Grade 2.

Conservation. Designed to consume minimal resources on a long journey, the Supply cost for journeys for this vessel are halved (round up).

At Grade 3

Automated Systems. With largely automated systems, the crew requirements for this vessel are reduced by half (round up). This does not reduce the number of colonists the vessel can transport.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

World's Knowledge. This ship carries the body of knowledge of an entire civilization in easy-to-access data formats. Anyone who spends 10 minutes before making a skill check aboard the ship can access these resources and gain an expertise die on the check.

At Grade 6

Self-Sustaining. Colony ships of this size are so large that they are completely self-sustaining with regenerative fuel and food sources. The ship requires no Supply to travel, and provides fully for those aboard.

At Grade 7

Flying City. In addition to colonists and supplies, this ship contains the fundamental core of an entire civilization. Any items, except vehicles, in the Equipment chapter of the *Voidrunner's Codex* can be found in its stores.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Explorer

Officers Available: Engineer, Medic, Comms Officer, Navigator, Scientist, Security Officer, Counselor, Tactical Officer
Gear Available: Clothing, Communications & Computing, Containers, General Gear, Medicine, Scientific Gear, Survival Gear
Saving Throws Dexterity, Constitution

When flying into the dark and unknowable void full of untold horrors and wonders, it's best to come prepared. Exploration craft are the vanguards of civilization, taking fresh steps and expanding the borders of their maps with all the technology required to get the job done.

At Grade 1

Sensors. Exploration craft are designed to scan the farthest reaches for the faintest signals. Checks made for the Scan journey activity have advantage.

At Grade 2

Research Labs. Science checks made aboard the ship gain an expertise die.

At Grade 3

5-Year Mission. This craft is designed for long, multi-year missions. It can carry ten times the normal amount of Supply.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Durable. Outfitted with defenses against all the typically encountered stumbling blocks, this vessel gains an expertise die on saving throws made to resist the effects of space hazards.

At Grade 6

New Discoveries. Explorers are designed to discover new worlds. Whenever this ship enters a new Region, roll once on the Boons & Discoveries table (see page 66).

At Grade 7

Elite Crew. Exploration vessels are highly prestigious and attract the best of the best. The crew of this vessel is treated as one quality level better to a maximum of Legendary (see page 80).

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Hospital Ship

Officers Available: Medic, Counselor, Scientist
Gear Available: Clothing, Containers, General Gear, Medicine, Cyberware
Saving Throws Dexterity, Wisdom

Hospital ships–otherwise known as medical ships–often accompany rescue operations or military ventures and are dedicated to the treatment of injuries and illness.

At Grade 1

Dedicated Medbay. Medicine checks made aboard this ship gain an expertise die (in addition to the expertise die granted by a medical bay).

At Grade 2

Emergency Triage. Whenever this ship suffers crew casualties, the number of casualties is reduced by half.

At Grade 3

Medbay Power Backup. Medical vessels have extra power devoted to medical decks. The power point cost of any system actions made for medical bay deck from ships of this grade cost 1 less power point to perform (minimum 1 power point).

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Advanced Medical Equipment. The advanced facilities aboard this ship grant advantage on any saving throws or skill checks related to diseases, maladies, and mental stress effects.

At Grade 6

Offer Assistance. A medical ship can support allied ships in combat. The medbay gains an additional available action, which costs 3 power points, and allows it to restore crew casualties in an allied ship in the same combat zone. Roll 1d6. The ship restores crew equal to 5 times the roll.

At Grade 7

Focused Resources. Once per day, a creature which has died within the last hour can be placed in a regenerative booth which restores it to life with 1 hit point and 1 level of fatigue and strife. This process takes one hour.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Infiltrator

Officers Available: Engineer, Comms Officer, Navigator, Security Officer, Special Operations Officer, Tactical Officer
Gear Available: Clothing, Containers, General Gear, Security Gear
Saving Throws Dexterity

Equipped with advanced cloaking technology, infiltration craft excel at passing unnoticed even through the heart of an empire or within the wake of mighty warships. They operate unseen, gathering information or waiting for the perfect opportunity to strike.

At Grade 1

Run Silent, Run Deep. When an infiltrator flies stealthily, its speed is not reduced.

At Grade 2

Stealthy Design. Infiltration ships blend easily into the void. Any Stealth checks made by this ship have advantage.

At Grade 3

Ambusher. Voidrunners crewing this ship gain advantage on initiative rolls in starship combat.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Efficient Cloak. When this ship activates a cloaking device, it does not use double the daily Supply as normal.

At Grade 6

Devastating Ambush. In starship combat, if the infiltrator fires upon a ship which has not yet acted, any attacks which hit do double their normal damage.

At Grade 7

Isolated Cloak Power. This ship is able to use a cloaking device (if it has one) and still maintain either its shields or fire weapons for one round. Once it has used this feature, it cannot do so again for one hour.

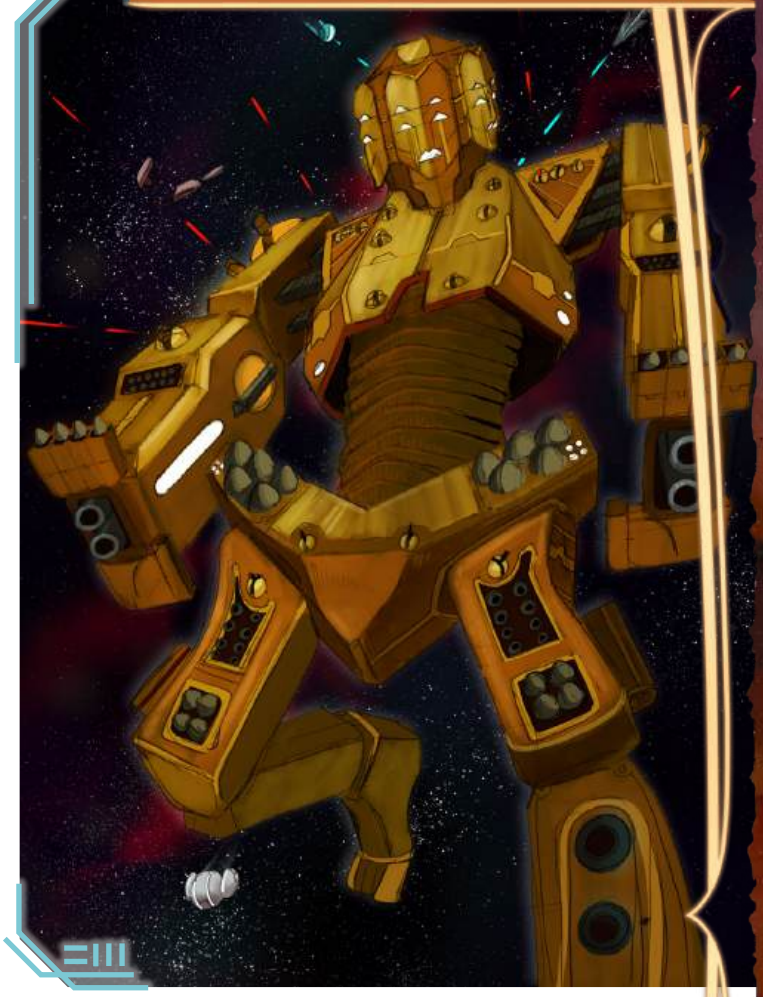
At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Mecha

Officers Available: Engineer, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available: none
Saving Throws Strength, Dexterity

Mecha are limbed, humanoid machines of grandiose scale and design capable of performing the movements of their pilots. When built at the scale of capital ships mecha require incredible technology to function, but they bring the skills of a warrior into battles between the stars. Mecha can have ranged weapons mounted in any location, but may only wield melee weapons in their hands.



At Grade 1

Shove. When making a melee attack, a creature helming a mecha may use the mecha to perform a shove against a capital ship of the same grade or smaller. The target vessel makes a Strength saving throw against a DC equal to 10 + the mecha's Strength bonus. On a failed save, the target ship is pushed into an adjacent combat zone

At Grade 2

Parry. When targeted by an attack, the creature helming the mech can use its melee weapon to parry, gaining an expertise die to the mech's AC.

At Grade 3

Dextrous Moves. Even massive mecha are far more dexterous than capital ships of similar size. Mecha of this grade and above ignore the Dexterity score on the ship grade table, and instead have a Dexterity score of 14.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Devastating Punch. The creature helming the mecha can use its movement to charge at and deliver a single, powerful blow to a capital ship in an adjacent combat zone. On a hit, the attack does damage equal to a collision (see page 84) to the target ship, and the mecha suffers half the damage dealt.

At Grade 6

Fling Starfighter. The mech is big enough to grab starfighters in one fist and throw them at enemy ships. Choose one starfighter in the same combat zone. That starfighter makes a Dexterity saving throw against the attacking creature's maneuver DC. On a failure, the starfighter is thrown at a capital ship in an adjacent combat zone, doing collision damage to both. If it survives the attack, the starfighter is moved to the target capital ship's combat zone.

At Grade 7

Mighty Mech. Mecha at this grade are warriors at a truly titanic scale and gain the benefits of a warrior's physical prowess. Ships of this grade gain an expertise die on Strength, Dexterity, and Constitution checks and saving throws.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Mining Ship

Officers Available: Engineer, Navigator, Security Officer

Gear Available: Clothing, Containers, General Gear, Survival Gear

Saving Throws Strength, Constitution

Asteroids and nebulas hold precious resources that keep colonies alive, and may contain the sorts of treasures that keep empires running. Mining vessels range from little glorified cans with drills to massive planet crackers. Some mining vessels are designed to land on a planet and form the nerve center of a mining operation, while others harvest resources from asteroids and other space-based phenomena.

At Grade 1

Mining Gear. Mining vessels are quite adept at their namesake trade. Any creature crewing a ship of this grade gains an expertise die on the Mine journey activity.

At Grade 2

Earnings. This vessel earns money constantly. Each week the ship earns a number of credits equal to 20 times its grade.

At Grade 3

Redundant Systems. Mining vessels of this grade are tested rigorously, battered constantly, and filled with system redundancies to ensure the ship keeps mining. The first time a ship of this grade would suffer a critical malfunction it doesn't suffer it instead. Once a ship ignores a critical malfunction in this way it can't do so again for the next 24 hours.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Raw Material. Mining vessels of this size can process extremely large volumes of raw material, cutting swathes through entire asteroid belts. Any creature crewing this ship has advantage on the Mine journey activity.

At Grade 6

Higher Earnings. The earnings from this ship's Earnings feature are doubled.

At Grade 7

Heavy Chassis. The largest mining vessels are armored to a point that they can plow through most obstacles unharmed. Ships of this grade are immune to the effects of debris and have resistance to damage taken from collisions.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Passenger Ship

Officers Available: Medic, Comms Officer, Navigator, Counselor

Gear Available: Clothing, Containers, General Gear

Saving Throws Constitution

Passenger ships are the lifeblood of spacefaring civilizations. Ranging from small long-range shuttles to grand liners, ships dedicated to the transport of their passengers are designed for speed, safety, and comfort.

At Grade 1

Earnings. This ship earns money by transporting passengers. For every week of travel, the ship earns 1 cr per passenger.

At Grade 2

Passenger Decks. The passenger capacity on this vessel is doubled.

At Grade 3

Amenities. Passenger ships host a wide variety of amenities for their passengers. For every passenger deck, this ship also has an additional leisure deck at no extra cost. These additional leisure decks do not count towards the ship's maximum number of decks.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5.

Home Comforts. Passenger ships are often luxurious affairs with many comforts and amenities. Whenever the R&R journey activity is failed or critically failed on a ship of this grade it may be rerolled, using the new result.

At Grade 6

Safety Measures. The safety of its passengers is of crucial importance to a passenger ship. Whenever this ship would take casualties, strict safety measures reduce the number of casualties by half.

At Grade 7

Engine Backups. The largest passenger ships have backups for their backups when it comes to engines, and practically nothing can stop their flight entirely. Whenever a ship of this grade would suffer the crippled engines critical malfunction, it suffers the hard impact critical malfunction instead. Once it has used this feature, it cannot do so again for another 24 hours.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Science Vessel

Officers Available: Engineer, Medic, Navigator, Scientist
Gear Available: Clothing, Containers, General Gear, Scientific Gear, Survival Gear
Saving Throws Dexterity, Wisdom

A science vessel is designed to investigate strange phenomena and to provide the researchers on board with all the equipment needed to analyze their collected data. Typically they are delicate by the standards of warfare, but uniquely adaptable to the infinite and strange threats the cosmos can offer.

At Grade 1

Advanced Sensors. Ability checks made using the science bay gain an expertise die on ships of this grade.

At Grade 2

Advanced Equipment. The DC of system actions made using the science bay is increased by 2 on ships of this grade.

At Grade 3

Powered Labs. Science vessels have extra power devoted to scientific apparatus. The power point cost of any system actions made for science lab deck from ships of this grade cost 1 less power point to perform (minimum 1 power point).

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Backup Procedures. Whenever a Research journey activity is failed or critically failed on a ship of this grade it may be rerolled, using the new result.

At Grade 6

Inventive Solutions. When creatures aboard this ship use techobabble (see page 51), the check is not made with disadvantage.

At Grade 7

Scientific Gear. The largest science vessels have such a wide variety of equipment that practically any work can be done there. Creatures can use the science bays on ships of this grade as if they were any variety of tool kit.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Voidskiff

Officers Available: Engineer, Medic, Navigator, Security Officer, Counselor, Special Operations Officer
Gear Available: Clothing, Containers, General Gear
Saving Throws Dexterity, Constitution

Originally designed as lightweight transport ships, voidskiffs are sleek, fast, and discreet ways to move things or people quickly and quietly between the stars. The ships are now synonymous with smuggling and voidrunners—small mercenary groups willing to sell their services and charter their craft to anyone with the credits to spare or for the promise of adventure.

At Grade 1

Fly Casual. Voidrunners are notorious for evading capture and detection. Whenever a ship of this grade makes a Stealth check to Hide or a Deception check to mask signatures, it gains an expertise die.

At Grade 2

Fast. This ship gains +1 to its FTL Speed.

At Grade 3

Smuggling Holds. Voidrunner skiffs are riddled with cubby holes and small spaces tucked behind removable panels. Stealth checks and any ability check made to conceal an object onboard a ship of this grade have advantage.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Stealthy Escape. While larger voidrunner skiffs are rarely seen, that's due to their evasive utility more than their scarcity. Ships of this grade do not have to reduce their impulse or FTL speeds to travel while evading scans.

At Grade 6

Unusual Artifacts. Voidrunners live adventurous lives, and the holds of their ships are often filled with unusual items. Whenever this ship enters a new Region, roll once on the Boons & Discoveries table (see page 66).

At Grade 7

Modified Transponders. The largest voidrunner skiffs are elegant and sleek despite their size, tending to rely instead on digital stealth and misdirection. When a ship of this grade flies stealthily using masked signatures its speed is not reduced, and its true identity is revealed only if a scan check exceeds its Deception check by 10 or more.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Warship

Officers Available: Engineer, Medic, Comms Officer, Navigator, Security Officer, Tactical Officer
Gear Available: Clothing, Containers, General Gear, Security Gear
Saving Throws Strength, Dexterity

Warships are instruments of a spacefaring civilization's might and are ultimately the tools by which wars among the stars are won. Bristling with the most accurate weapons and crewed by the best trained soldiers a navy can manage, warships are tuned for the singular objective of destruction.

At Grade 1

Built For War. Attack rolls made with weapons from a ship of this grade gain an expertise die.

At Grade 2

Battle-hardened. This ship gains an additional +10% hit points.

At Grade 3

Defensive Bulkheads. Unlike most ships, warships are designed with boarding actions in mind so are filled with choke points and easily defensible positions. Whenever creatures attempt to breach a deck of a ship of this grade, opportunity attacks made against them have advantage.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Isolated Systems. This ship is harder to hack, with more hardwired systems or systems which are not networked than usual. The ship and its decks gain a +1 hacking DC bonus.

At Grade 6

Constant Barrage. Larger warships are designed to keep their guns constantly firing for even sustained battles. The power point cost of any system actions made for weapon decks from ships of this grade cost 1 less power point to perform (minimum 1 power point).

At Grade 7

High Ordnance. The largest warships are spacefaring engines of destruction. Whenever a damage die rolled for a weapon fired from a ship of this grade results in a 1 or 2, reroll that damage die and use the new result.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Yacht

Officers Available: Engineer, Comms Officer, Navigator
Gear Available: Clothing, Containers, General Gear
Saving Throws Dexterity

Designed for travel in style, a yacht boasts the best there is to offer in comfort and luxury. Usually fast, and rarely armed, yachts are the province of diplomats and wealthy individuals. Some yachts are also used for racing.

At Grade 1

Fast. Yachts are fast. This vessel gains a +1 bonus to its FTL Speed.

At Grade 2

Well-appointed. The impressive style and opulence of this vessel increases its Prestige bonus by +1.

At Grade 3

Comforting Environment. The yacht's comfort and luxury are enough to mitigate strife. Whenever somebody on board would gain a level of strife, they do not. Once a creature has benefited from this feature, it cannot do so again for one week.

At Grade 4

Well-Equipped. Once per region (see Chapter 2: Space Exploration), voidrunners are able to access any equipment of a certain type from the ship's stores as though they were in a settlement. The ship can supply gear up to a total value of 1,000 cr times the ship's grade. The type of equipment is indicated in the Gear Available entry, above. The equipment must still be paid for, unless the Narrator determines that gear is provided by the Fleet.

At Grade 5

Decadence. The impressive style and opulence of this vessel increases its Prestige bonus by an additional +1.

At Grade 6

Expert Crew. It is considered a privilege to serve aboard such an opulent vessel. The crew of this ship is considered one quality level better, to a maximum of Legendary (see page 80).

At Grade 7

Decadence. The impressive style and opulence of this vessel increases its Prestige bonus by an additional +1.

At Grade 8

Immense Size. Ships of this type are so large, with so many redundant systems and pure volume, that their ability to ignore damage increases dramatically. This vessel has resistance to all damage types.

Propulsion

Choose an impulse speed and an FTL speed. Impulse engines propel the ship at sublight speeds and are usually used when maneuvering or in combat, while FTL engines are used to move at superluminal speeds between star systems. The exact nature of the propulsion systems is up to you, but see pages 8-9 for suggestions on FTL travel technologies.

Impulse. The cost of impulse propulsion is based on the ship's grade and the desired speed category. Slow impulse propulsion costs the same as the ship's system cost. Average impulse propulsion costs two times the ship's system cost. Fast impulse propulsion costs five times the ship's system cost. A space station or other non-moving vessel does not need to pay for an impulse engine.

FTL. The cost of FTL propulsion is equal to the ship's system cost multiplied by the desired FTL Speed. For example, for a grade 3 ship to gain an FTL Speed of 5 it costs 5,000 credits. FTL Speeds are described in detail on pages 35-36.

TABLE: PROPULSION SYSTEMS

GRADE	SLOW IMPULSE	AVERAGE IMPULSE	FAST IMPULSE
1	200 cr	400 cr	1,000 cr
2	400 cr	800 cr	2,000 cr
3	1,000 cr	2,000 cr	5,000 cr
4	2,000 cr	4,000 cr	10,000 cr
5	10,000 cr	20,000 cr	50,000 cr
6	20,000 cr	40,000 cr	100,000 cr
7	100,000 cr	200,000 cr	500,000 cr
8	200,000 cr	400,000 cr	1,000,000 cr
9	400,000 cr	800,000 cr	2,000,000 cr
10	1,000,000 cr	2,000,000 cr	5,000,000 cr

Shields & Armor

Shields are not required, but most vessels contain at least navigational shields to help deal with void-related hazards such as radiation and micro-meteorites.

Cost. Shield generators cost a number of credits equal to 10 times the rating (expressed as a percentage) times the ship's grade. The rating indicates the percentage of the vessel's maximum hit points which the shield generates in the form of temporary hit points.

For example, on a grade 3 ship with 600 hit points a shield with a rating of 30% costs 900 cr and grants 180 temporary hit points.

This cost is modified by the recharge rate. A recharge rate of 6 reduces the cost by half. A recharge rate of 4 increases the cost by half, and a recharge rate of 3 doubles the cost.

Note that ion weapons prevent a shield from recharging (see page 28).

RECHARGE RATE	COST
6	x1/2
5	x1
4	x1 1/2
3	x2

Armor. Armor costs a number of credits equal to the ship's system cost times its grade. An armored ship adds its grade to its armor class.

Capital Ship Decks

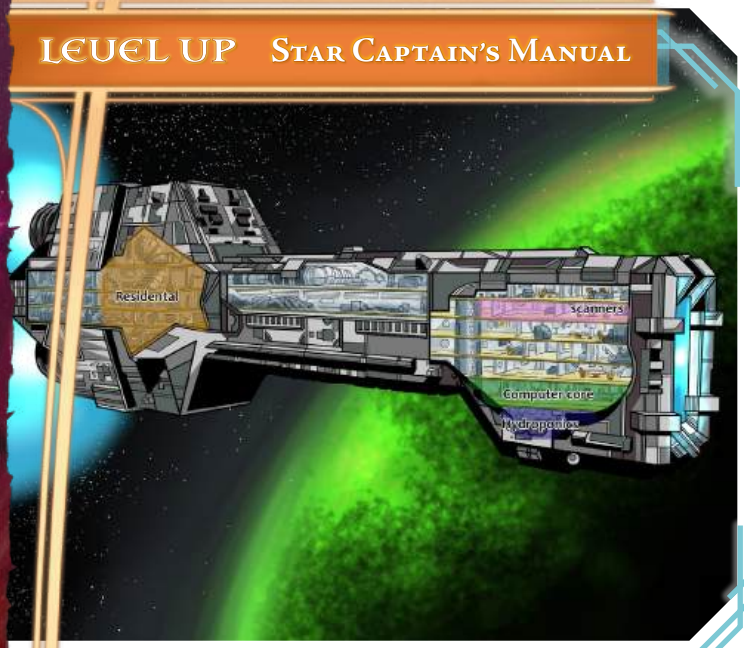
Each capital ship deck costs the starship's system cost. You may add as many decks as you wish, up to the maximum number of decks allowed for the ship's grade (see Table: Capital Ship Grade).

Ship decks are detailed on pages 20-25. You must have a bridge and an engineering section.

Available Decks

- Bridge*
- Cargo Hold
- Engineering*
- Hangar
- Leisure Deck
- Medical Bay
- Mining Haul
- Operations Center
- Passenger Deck
- Science Bay
- Weapons Deck

**required*



Additional Capital Ship Systems

Each system below costs half the system cost for a vessel of that size. See pages 25-26 for descriptions of these systems.

- Advanced AI
- Cloaking Device
- Escape Pods
- Hidden Compartments
- Lander
- Luxurious
- Diplomatic Quarters
- Ramming
- Reinforced Networks
- Tractor Beam

Starship Weapons

Starship weapon properties and damage types are described on pages 27-28.

For each weapon, also select a damage type (ion, laser, plasma, projectile, shock, or sonic), and a firing arc (forward, port, aft, or starboard). Alternatively, a weapon can be mounted on a turret, allowing it to fire in all four firing arcs, but it costs double the normal price. Firing arcs are relevant when using the tactical combat rules on page 79.

The maximum number of weapon mounts a ship can have is equal to twice its maximum number of decks.

Miscellaneous Starship Weapons

Not all weapons fall into neat categories. These miscellaneous weapons have special properties unique to them.

Arc Net. Rather than trying to directly shoot down enemy fighters, an arc net emits either electromagnetic pulses or literal forcefield nets to disrupt starfighters by making it difficult for them to maneuver. The target starfighter must make a saving throw against the attacker's maneuver DC. When a starfighter fails its saving throw against an arc net, the exertion point cost of starfighter maneuvers it attempts are increased by 1 until the end of its next turn.

Driller. This add-on to a starfighter is mainly used for excavating, although it also has application in general construction with its welding and sawing functions. Each can be used as a weapon during an emergency, and switching between drill, saw, or welding mode (thus shifting damage types) is a bonus action. Pilots proficient with simple weapons are considered proficient with drillers. Drillers use their own weapon mounts, but they also fit mecha weapon mounts.

Mecha Shield. Mecha shields fit mecha weapon mounts. Instead of offering an attack, their use in one of the mecha's hands provides it an AC bonus much like an ordinary shield for a person. To benefit from a mecha shield, the mecha pilot must have proficiency with shields. Mecha shields vary in size and grant the mecha the same bonus as a person wielding an ordinary shield (the improvised attack of a light mecha shield deals 4d6 bludgeoning damage.) They also have the same don and doff times as ordinary shields. Although mecha shields can be donned and doffed in the field, it is precarious work in zero-g and many have been lost to the void.

Mecha shields can be sacrificed to turn a critical hit into a regular hit as normal. Large space debris can be used for improvised mecha shields (they are not eligible for shield sacrifice).

Mecha Weapons. From asteroid mining drills to the crushing claws of scavenger ships and even the oversized blades wielded by mech suits, mecha weapons tear apart ships the old fashioned

TABLE: STARSHIP WEAPONS

NAME	COST	MIN GRADE	RANGE	DAMAGE	PROPERTIES
Point Defenses					
Light	400 cr	–	Short	11 (3d6)	Automated (starfighters)
Medium	800 cr	2	Short	21 (6d6)	Automated (starfighters)
Heavy	1,200 cr	5	Short	32 (9d6)	Automated (starfighters)
Cannons					
Light	250 cr	–	Short	14 (4d6)	Assault
Medium	500 cr	2	Medium	21 (6d6)	Assault
Heavy	1,000 cr	5	Long	28 (8d6)	Assault
Superweapons					
Light	10,000 cr	3	Long	105 (10d20)	Countdown (fast), imprecise
Medium	25,000 cr	6	Long	210 (20d20)	Countdown (medium), imprecise
Heavy	50,000 cr	7	Long	315 (30d20)	Countdown (slow), imprecise
Torpedoes					
Single Torpedo Launcher	2,000 cr	–	Medium	55 (5d10)	Ammunition (1), salvo
Dual Salvo Launcher	4,000 cr	–	Medium	110 (10d10)	Ammunition (2), salvo
Mass Salvo Launcher	10,000 cr	2	Medium	126 (12d20)	Ammunition (5), salvo
Ammunition (explosives)	100 cr	–			
Weapon Batteries					
Light	1,000 cr	1	Short	18 (5d6)	Simple
Medium	2,000 cr	3	Medium	35 (10d6)	Simple
Heavy	5,000 cr	5	Medium	53 (15d6)	Simple

way. Every mecha weapon functions as a much larger version of a melee or natural weapon. A mecha weapon has the same properties as the base weapon (see *Voidrunner's Codex* Chapter 3: Equipment).

Mine Layer. Launch hatches open to carefully arm and set these explosives which then drift as a deadly trap rather than soar directly at a target. When fired you set explosive mines within your current combat zone. Any mines released into an obscuring combat zone are automatically hidden within that zone using your maneuver DC as the results of a Stealth check (starfighter maneuver DC if launched from a starfighter, or system action DC if launched from a capital ship). The next time a ship or spacefaring creature enters a mined combat zone, it makes a saving throw against your starfighter or system action DC, taking your mine's weapon damage on a failure and removing the mines.

TABLE: MISCELLANEOUS STARSHIP WEAPONS

NAME	COST	RANGE	DAMAGE	PROPERTIES
Mecha Weapons				
Light	500 cr	Short	18 (4d8)	Base weapon properties
Medium	1,000 cr	Short	36 (8d8)	Base weapon properties
Heavy	2,000 cr	Short	54 (12d8)	Base weapon properties
Driller	1,000 cr	Short	35 (10d6) piercing, slashing, or fire damage (shift as bonus action)	
Arc Net	8,000 cr	Short	Special	Anti-starfighter
Mine Layer				
Single Salvo	3,000 cr	Short	55 (5d10)	Ammunition (1), salvo
Dual Salvo	6,000 cr	Short	110 (10d10)	Ammunition (2), salvo
Mass Salvo	15,000 cr	Short	126 (12d20)	Ammunition (5), salvo

TABLE: MECHA SHIELDS

SHIELD	COST	AC BONUS	PROPERTIES
Light	500 cr	+1	As light shield
Medium	1,000 cr	+2	As medium shield
Heavy	2,000 cr	+2	As heavy shield
Tower	5,000 cr	+2	As tower shield

Starship Construction Form

FLEET REQUISITION FORM 456C/9

SHIP NAME _____ TYPE _____

HULL

GRADE (SYSTEM COST: _____) HULL COST _____ cr

HP _____ AC _____ HACKING DC _____

CREW _____ / _____ PRESTIGE _____

STR/CON _____ (_____) DEX _____ (_____) WIS _____ (_____)

ENGINES

IMPULSE SPEED _____ Grade x 1/2/5 COST _____ cr

FTL SPEED _____ Speed x System Cost COST _____ cr

SHIELDS

SHIELDS _____ RECHARGE _____ 10 x shield x grade x recharge mod COST _____ cr

DECKS

Each deck costs the ship's system cost

DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr
DECK _____ COST _____ cr

ADDITIONAL SYSTEMS

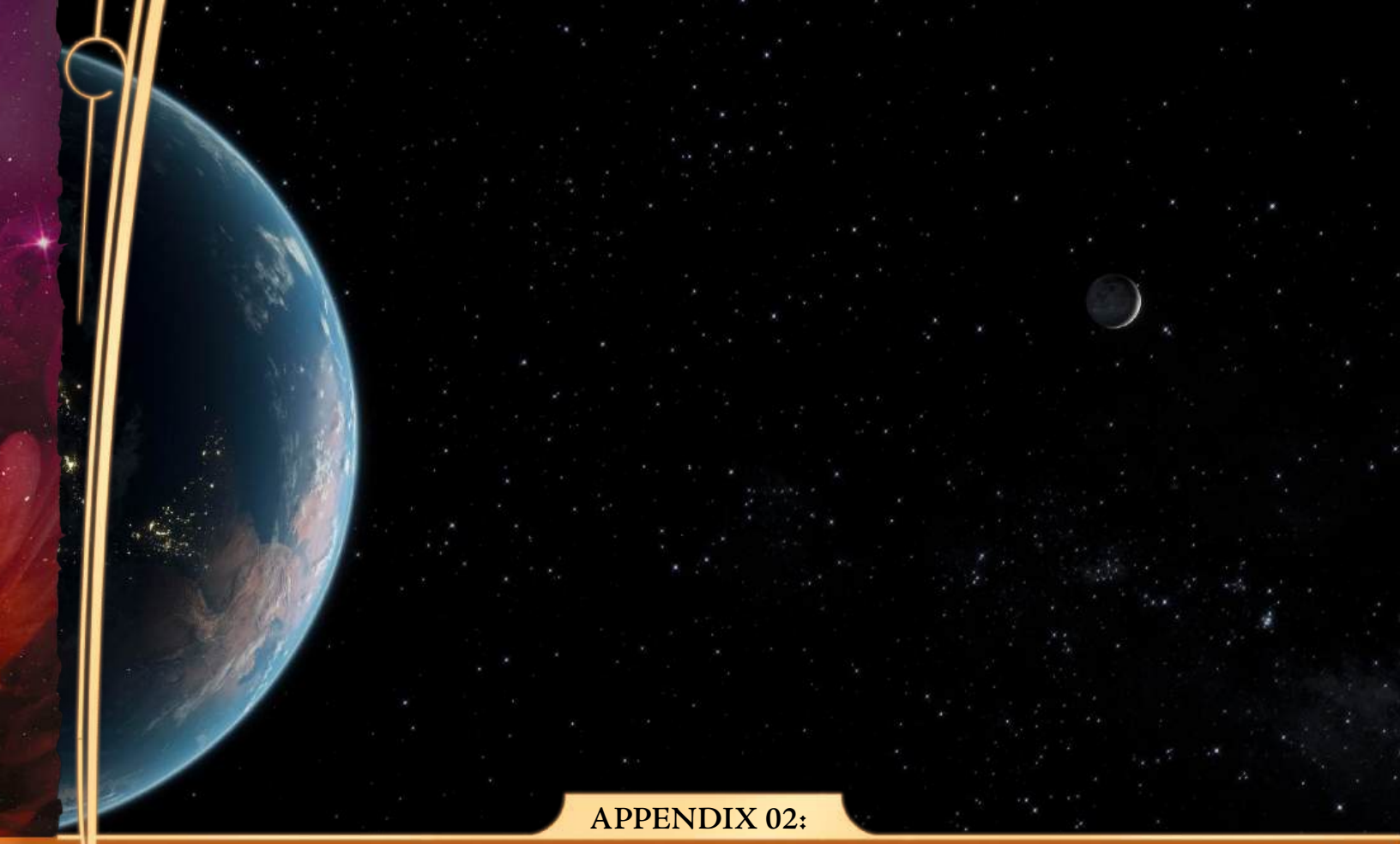
Each system costs half the ship's system cost

SYSTEM _____ COST _____ cr
SYSTEM _____ COST _____ cr
SYSTEM _____ COST _____ cr
SYSTEM _____ COST _____ cr
SYSTEM _____ COST _____ cr

WEAPONS

WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr
WEAPON _____ COST _____ cr

TOTAL COST _____ cr



APPENDIX 02:

Starship Combat Training Simulator

This appendix contains four sample starship combat scenarios. Each of these encounters requires 3-4 players and a Narrator and can be used to learn the basics of starship combat.

Any enemy pilots should use **pilot** stat blocks (see below). The players may each choose from an **agent**, a **bounty hunter**, a **marine**, or a **smuggler**. You will also need the stats for the *F'kvok "Warhorse" Class Freighter* (page 117), a Catino Class Privateer (page 104) and various starfighters (pages 159-160).

PILOT CHALLENGE 1/2

MEDIUM HUMANOID 100 XP

AC 16 (riot armor)
HP 19 (3d8 + 6; bloodied 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +4, Survival +2
Senses passive Perception 14
Languages Common
Ace Starfighter. The pilot has 4 exertion points and knows the Lock On and Shake Them Off combat maneuvers.

ACTIONS

Vibroknife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 1) sonic damage.
Blaster. *Ranged Weapon Attack*: +5 to hit, range 120/360, one target. Hit: 7 (2d4 + 2) fire damage.

ASTER0ID FIELD
SPACE STATI0N
V0ID
NEBULA

Space Station Ambush

This encounter introduces the fundamentals of sectors, combat zones, and combat utilizing starfighters. The voidrunners pick up an unexpected distress signal and discover a derelict space station. While preparing to dock and investigate they are ambushed by space pirates hiding in a nearby asteroid field!

Setup

The voidrunners begin the encounter in the combat zone surrounding the space station at the center of the sector, and the space pirates begin the encounter within the asteroid field combat zone.

Each of the voidrunners pilots a *Razorback*-class starfighter. Assume that each voidrunner has 4 exertion points to spend on starfighter maneuvers.

The space pirate force consists of 3 *Raven-class starfighters* who begin the encounter hidden in the asteroid field. If bloodied, the space pirates retreat to the nebula. These space pirates fight until killed.

Combat Zones

This sector includes an asteroid field, a space station, and a small nebula each with a surrounding combat zone. The asteroid field and space station are quite close, and are considered adjacent combat zones. The nebula however is separated from the others by the Void.

Two of the combat zones within this sector have additional encounter elements. The asteroid field follows the rules for debris, and the small nebula in the bottom left of the sector follows the rules for interference.

Cloak Ray Infestation

This encounter introduces capital ships, shields, and moving combat zones. The voidrunners discover the remains of a long dead titanic starfaring creature. While investigating the colossal petrified bones they notice the ship's power draining rapidly. The space titan's bones are infested with cloak rays eager to feast on fresh electric current.

Setup

The voidrunners begin the encounter on board their *Warhorse*-class freighter when they discover that 2 **cloak rays** have attached themselves to their ship and another 6 **cloak rays** are awakening now to the presence of electric current (2 in each of the titanic bone-filled combat zones). 2 *Razorback*-class starfighters are both docked on the *Warhorse* and are available to the voidrunners to help fight off the cloak rays.

The voidrunners' goal is to either eliminate the rays, or to escape together by fending them off long enough to warp away using the *Warhorse's* FTL speed. The cloak rays fight until only 3 remain alive, at which point they retreat and hide amongst the bones.

Combat Zones

This sector includes three combat zones consisting of titanic bones, two adjacent areas for the creature's spine and a desiccated limb, and a third more distant zone for the creature's skull. At the beginning of the encounter the voidrunner's capital ship and its surrounding combat zone is adjacent to all three of these zones.

Hollows In The Decks

This encounter introduces decks, movement between decks, and combat onboard capital ships. One of the voidrunners stumbles across two of their former crewmates dead and drained dry in a storage locker. The alarm is raised—clearly there are hollow folk aboard—and no one is safe or can really be trusted.

Setup

For this encounter the voidrunners can each select an **agent**, a **bounty hunter**, a **marine**, or a **smuggler** to represent themselves. There are also 4 **crewmembers** on board that are allied to the voidrunners and will follow their orders to the best of their abilities. 2 **hollow folk** are also on board, and are doing their best to imitate crewmembers.

The encounter begins with the voidrunners and crewmembers (2 of which are secretly hollow folk)

SPINE
LIMB
SKULL

scattered between decks. Choose a voidrunner at random to discover the dead bodies and raise the alarms.

The hollow folk do their best to maintain their disguises as long as possible while attacking and killing any creature that is isolated or otherwise vulnerable. If the hollow folk are ever left alone together on a deck, they attempt to barricade themselves in it. Whenever they are seriously threatened they try to flee onto other decks for easier targets but otherwise fight until killed.

Decks

The voidrunner's *Warhorse*-class freighter has 5 decks: a bridge (page 20), a cargo hold (page 20), engineering (21), a hangar (page 21), and a medical bay (page 22).

Hold the Blockade

This encounter brings all the previous elements together, creating one encounter that requires movement through combat zones while integrating starship combat and combat between decks. The nearby planet is being evacuated and the voidrunners must hold off the enemy armada for as long as they can. Little do they know that a double agent sneaks throughout their ship.

Setup

The encounter begins as the voidrunners take off from the planet's surface to enter the fray. The voidrunners begin the encounter on board their *Warhorse*-class freighter which has a *Razorback*-class starfighter and a *Vulture*-class bomber both docked on the hangar bay and available to the voidrunners.

At the other side of the field of battle, an enemy *Catino*-class privateer is rapidly closing in on the planet. In between both of the capital ships is a combat zone filled with ships fighting on both sides. 3 *Razorbacks* allied with the voidrunners are currently fighting 5 *Ravens* allied with the enemy armada. This area is so fraught with scraps, wrecks, and explosions that it follows the rules for debris. Both of these groups fight until killed, and will aid their side if fighting is still ongoing when the remaining enemy ships are destroyed.

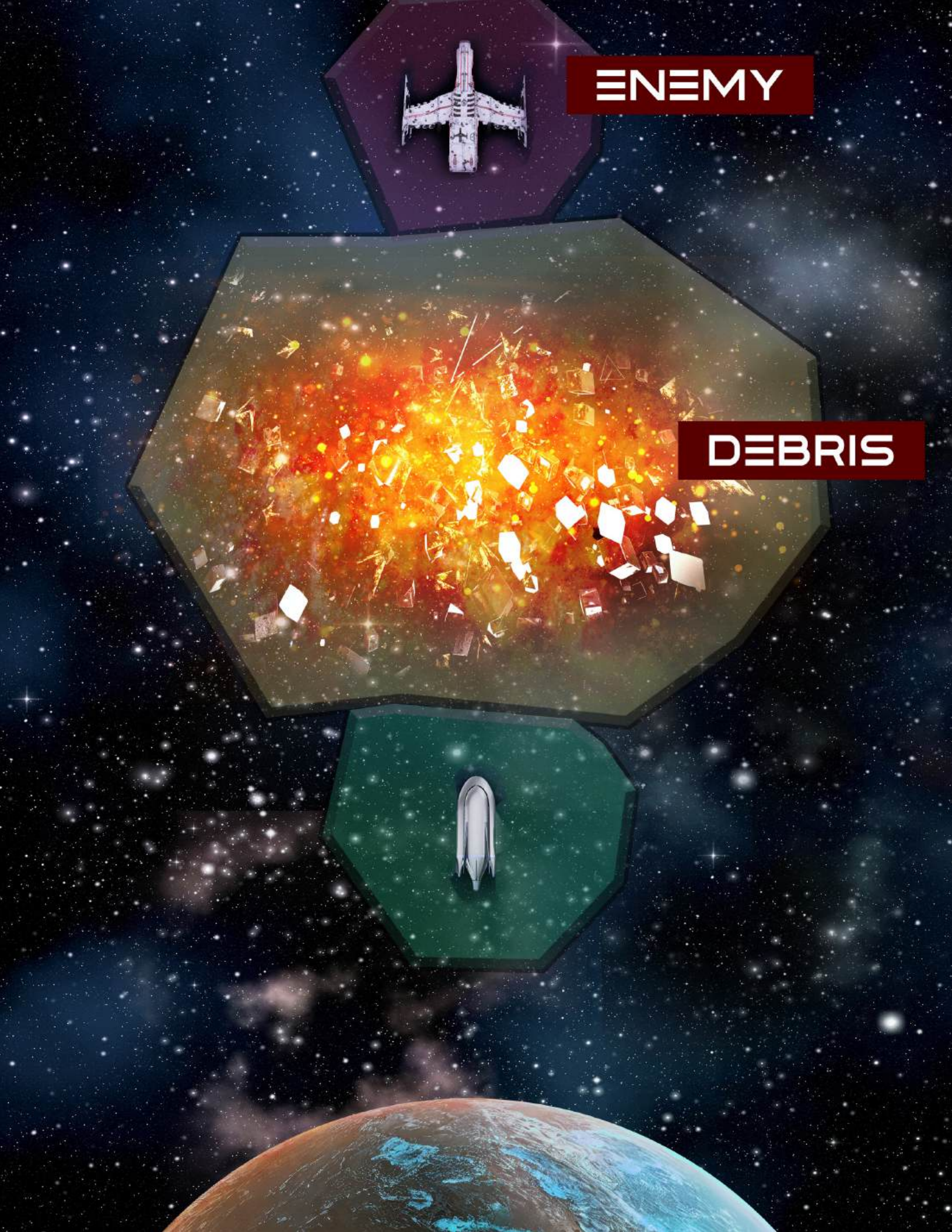
The *Catino* is determined to enter the combat zone surrounding the planet to bombard a starport on the surface. The starport has an AC of 10, 300 hit points, and can be fired upon from the planetary combat zone as if it were in an adjacent zone.

If attacked by the *Warhorse*, the *Catino* attempts to perform a *capital boarding action*. If successful 2 **marines** working for the enemy armada board the *Warhorse* and make their way to the bridge to kill whoever is piloting it. The voidrunners who remained on the *Warhorse* must deal with these marines while also controlling the *Warhorse* (remember that firing a capital ship's weapon requires an action from a creature crewing the bridge).

The planet is successfully evacuated at the end of the 6th round of combat. The voidrunner's goal is to either destroy the enemy armada's forces, or to protect the starport long enough for the evacuees to escape.

Combat Zones

This sector includes a near-orbit combat zone surrounding a habitable planet. It also includes a debris-filled combat zone filled with wreckage and explosions, and the combat zones surrounding the enemy *Catino* and the voidrunner's own *Warhorse*.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DEBRIS

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Star Captain's Manual

A tall ship and a star to steer her by...

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